

NICKELODEON

降世神通

AVATAR

THE LAST AIRBENDER™



Publishing, Home Video/DVD ILLUSTRATOR GUIDELINES

January 2006

Show Synopsis
Character Descriptions and Bios
Size Comparisons
Turnarounds
Inking Guidelines
Background Reference
Digital Reference

Show Synopsis

Character Descriptions and Bios

Size Comparisons

Turnarounds

Inking Guidelines

Background Reference

Digital Reference





IN ANOTHER AGE, power is balanced among four great Nations: Water, Earth, Fire, Air. Leaders of each nation possess the ability to manipulate their native element. They call themselves Waterbenders, Earthbenders, Firebenders, and Airbenders.

One bender alone is master of all four elements. He is the Avatar, the human incarnation of the Spirit of the Planet, one who must maintain the world order.

Upon the previous Avatar's death, the Fire Nation's leader launched a global war. His goal —eliminate the Water, Earth, and Air Nations so the Fire Nation can rule for eternity.

With the Fire Nation on the brink of global domination, a young girl, Katara, and her brother, Sokka, living on the South Pole, make an amazing discovery: Enclosed within an iceberg for 100 years, a 12-year old Airbender has miraculously survived. Waking up hungry for food and adventure, the boy, Aang, reveals himself as the Avatar. But can this child accept his destiny in time to save the world?

Although set against the serious backdrop of war, the tone of AVATAR is humorous and exciting. Enter a fantastical Asian environment with vivid use of color, dynamic theatrical backgrounds, and bold icons.

THERE IS ONLY ONE AVATAR, who reincarnates through the centuries. Each time the Avatar dies, he is reborn into the next nation. This successive cycle mirrors the order of the seasons:



Water Tribes – winter
Earth Kingdom – spring
Fire Nation – summer
Air Nomads – autumn

The cycle provides a natural balance among the elements. This way, no single nation can grow stronger than another.

A Bender from the Avatar's natural element carefully trains the new Avatar to prepare him for his high position. Then, when the Avatar reaches maturity, he travels the world and studies with Masters from the other three Bending disciplines. Upon completion of his training, the Avatar possesses sole control of all four elements.

And so, the nations work to nurture the Avatar, whose responsibility it is to keep Water, Earth, Fire, and Air in harmony with each other and the world.



FOR THEIR EPIC JOURNEY, Aang, Katara, Sokka and Aang's flying bison Appa travel to the North Pole to find a Master Waterbender so Aang can begin to master all the disciplines of the Avatar. Their first stop is the Airbender Temple, where Aang learns what really happened to his Airbender ancestors. There he meets Momo, a traditional Airbender pet, who joins the group on their journey.

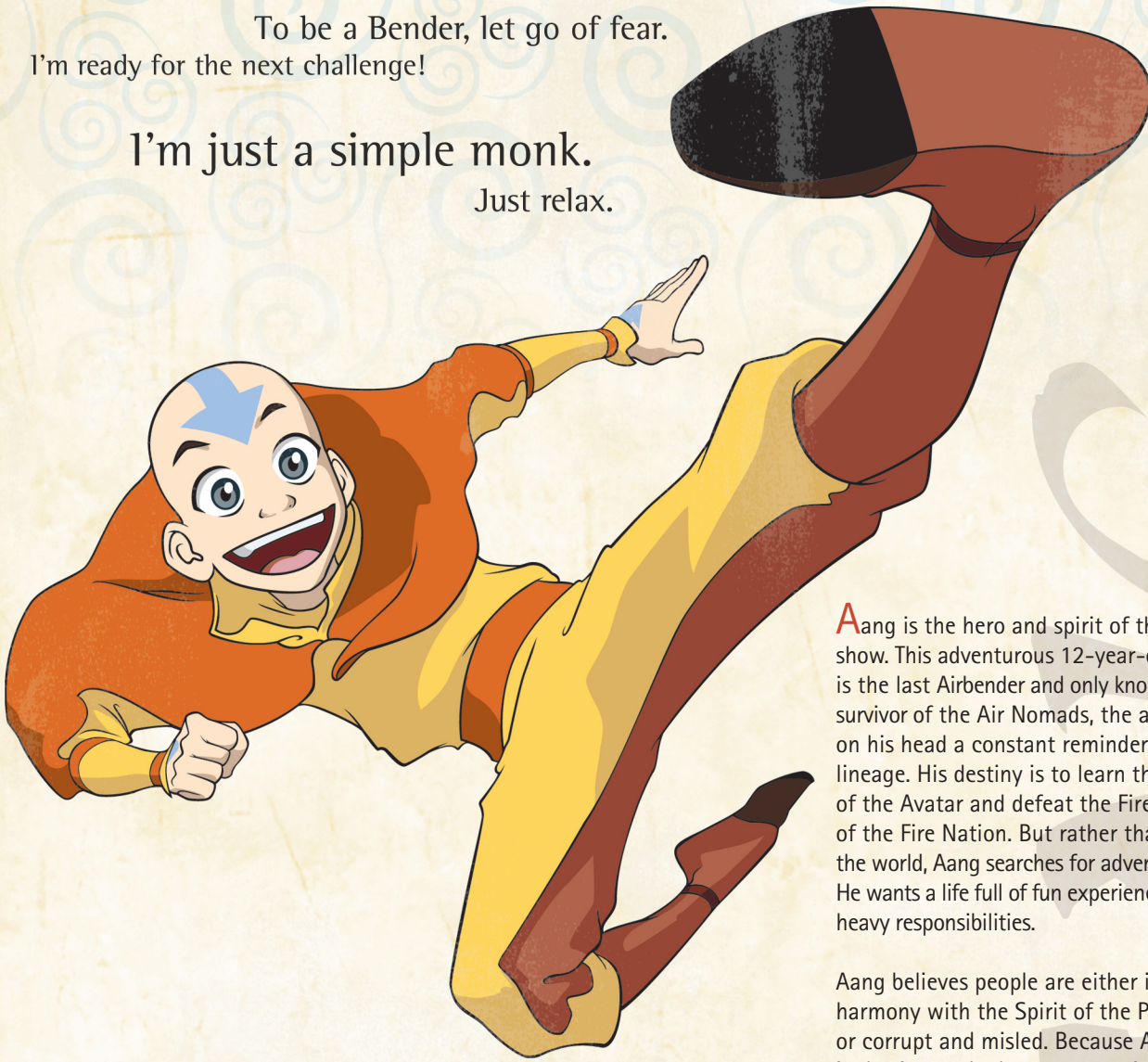
Not ready to take on his responsibility as an Avatar, Aang makes many stops along the way, bringing Katara and Sokka to exciting new places, but creating diversions from his training. While Katara and Sokka want him to take his role more seriously, Aang just wants to have a good time, which includes penguin sledding, playing Airball, riding hopping llamas, surfing on the backs of giant koi fish and riding hog monkeys. During these escapades the group encounters various characters—including Avatar Roku, Aang's previous incarnation—and begins to learn who they can and cannot trust.

Meanwhile, an enemy of the Avatar—Prince Zuko of the Fire Nation—is on a mission to try to capture Aang before anyone else does.

Looking for me?
It's not impossible.

To be a Bender, let go of fear.
I'm ready for the next challenge!

I'm just a simple monk.
Just relax.



Aang is the hero and spirit of the show. This adventurous 12-year-old is the last Airbender and only known survivor of the Air Nomads, the arrow on his head a constant reminder of his lineage. His destiny is to learn the art of the Avatar and defeat the Fire Lord of the Fire Nation. But rather than save the world, Aang searches for adventure. He wants a life full of fun experiences, not heavy responsibilities.

Aang believes people are either in harmony with the Spirit of the Planet, or corrupt and misled. Because Aang is the Avatar, he has a connection with nature as well as animals. If he's lost, Aang is able to "listen" to the spirits of the trees, rivers, and mountains who "tell" him which way to go. He is a trickster hero uninhibited by social constraints, and constantly breaking taboos.

Opposed to the status quo, Aang loves stirring up trouble in an effort to bring about change in the world and in others. Aang's love of animals defines him as a vegetarian. His favorite things are his giant flying bison, Appa, and his pet winged-lemur, Momo.

I will capture the Avatar and restore my honor.

I will never forget.

I won't underestimate him again.

You can't hide from me forever!

I refuse to let him win.



Zuko is an incredibly focused teenage Firebender who bullies and intimidates everyone around him. He is obsessed with capturing the Avatar. Prince Zuko is the oldest son of Fire Lord Ozai, ruler of the Fire Nation, and the great-grandson of Fire Lord Sozin, who conceived the war. When Prince Zuko was 14, he spoke out against his father and the Fire Nation's conquest. To teach his insubordinate son a lesson, Fire Lord Ozai forced his son to fight him in a traditional Firebender duel. The Fire Lord defeated his son in front of his royal army, stripped the Prince of his birthright to the throne and banished him from his homeland, telling him the only way he will allow his return is with the Avatar, dead or alive. This is now Prince Zuko's mission.

Each day, Zuko studies Firebending with his Uncle, the Fire Lord's brother. Zuko is a powerful Firebender for his age and eager to develop his skills. But Zuko doesn't know his Uncle is under strict orders from the Fire Lord to teach his son incorrect Firebending. It's the Fire Lord's insurance that his son's powers will never surpass his own. Zuko's greatest weaknesses are his arrogance and impatience.

He believes Firebending is the most dominant art and can never be bested by Water, Earth, or Airbending.

Zuko's teenage overconfidence makes him believe he's invincible.

I'm not giving up.

What does my being a girl have to do with sewing?

We're in this together!

I will not back off!

My brother's just an idiot.



KATARA BIO

Katara is a caring and passionate 14-year-old girl. Kindness and empathy are her most endearing traits. Katara is determined to save the world, despite her limited abilities. Katara is a Waterbender who longs to become a Master Waterbender in order to save her tribe. She practices Waterbending every day, adapting it to the basic Airbending philosophy and stances that Aang teaches her. Her mother died when she was 8 years old, so she was forced to grow up fast. Katara wears her mother's necklace as a reminder of her nurturing spirit. Katara is very mature and responsible for her age and always plays the mediator between the often-bickering Aang and Sokka, her brother.

I couldn't let you have all the glory.

You're going down! That's it!

I'm just a guy with a boomerang.

I'm the best warrior in my village.

Sneak attacks don't count.



SOKKA BIO



Sokka is a bullheaded, sarcastic teenager who believes that his way is the only way. He shows the strength and determination of a warrior, but lacks the experience and wisdom to use them effectively. Sokka's goal in life is to reunite with his father, so that together they may exact revenge against the Fire Nation for destroying their tribe. His most prized possession is a boomerang, a traditional weapon of his Water Tribe, which his father bequeathed to him before leaving the tribe. Sokka is not in touch with his spiritual side and doesn't trust anything he can't physically see or touch. Therefore, he's practical; preferring tools and weapons to Bending, which he has not learned. Sokka's personality is abrasive at times, but his loyalty and courage are steadfast. He holds grudges and has difficulty forgiving anyone who has done harm to him or his sister.



Momo is a winged lemur, a fictional hybrid of the spotted bat and the black-and-white lemur. He is incredibly intelligent and trainable, and his excellent senses of hearing and smell alert Aang to danger from miles away. While Momo has many useful qualities, he also causes a lot of trouble. If food is available, Momo will eat it, even if it's been carefully rationed. And rather than quietly hide from Firebender-danger the way the kids do, Momo will screech in fear. Aang loves to play with Momo and Katara loves to pet him. Sokka is the only one wary of the bizarre flying creature. Momo senses this, and if he's not playing with Aang, he's annoying Sokka.



Appa is a giant bison who's able to fly. He can be seen transporting Aang, Katara and Sokka from one adventure to another! It was Appa who was frozen along with Aang in an iceberg for 100 years.



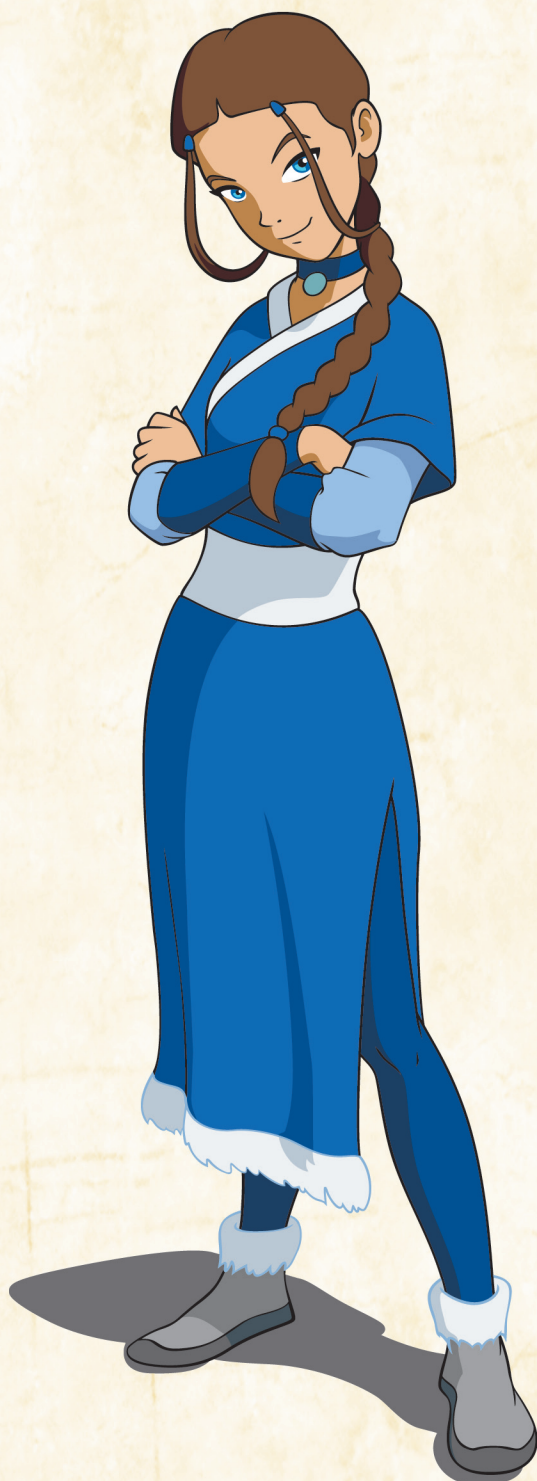
AANG

	C	M	Y	K	
278	35	15	0	0	arrows
arrows shadow	50	25	0	5	7454
474	0	10	20	0	skin
skin shadow	20	30	40	0	4655
430	10	0	0	50	eyes - light
eyes - dark	30	0	0	90	432
141	0	15	75	0	shirt, pants
shirt, pants shadow	0	20	65	15	7407
110	0	20	100	10	shirt under collar
cape	10	70	100	0	173
174	10	70	100	30	cape shadow
tongue	10	40	20	0	493
7523	20	65	70	15	socks, tongue shadow
socks shadow	20	75	75	30	492
490	60	100	100	25	inside of mouth
teeth	3	0	0	3	7541
cool gray 4	0	0	0	25	teeth shadow
boot bands	50	90	100	25	478
490	80	100	100	0	boot bands shadow
top of shoes	70	80	100	0	463
4625	80	90	100	30	top of shoes shadow, eyebrows
bottoms of shoes	0	0	0	100	black 4
4705	40	75	80	25	staff
staff shadow	70	90	100	30	4695
4715	40	60	70	10	holes in staff



ZUKO

	C	M	Y	K	
425	25	0	0	80	hair
hair shadow	35	0	0	100	black 7
475	0	10	20	0	skin
skin shadow	0	15	25	10	4665
7506	0	5	15	0	skin highlight
eyes - light	0	35	85	20	7505
500	10	40	30	0	scar base
scar base shadow	20	50	35	25	4995
7419	20	100	70	15	scar around eye
scar around eye shadow	30	85	85	30	188
498	70	100	100	15	scar wrinkle lines
coat, forearms, belt, eyebrow	50	100	100	25	483
black 5	90	100	100	30	inside of collar, coat, forearms, belt shadow
coat highlight	10	55	60	10	7522
704	20	100	100	15	coat + cuffs trim, boot bands, hair band
coat + cuffs trim, boot bands, hair band shadow	30	85	85	30	188
7418	0	70	50	15	coat trim highlight
underside of shoulder pads	50	65	65	20	7518
4975	80	90	100	30	underside of shoulder pads shadow
collar trim	0	15	75	0	141
124	0	20	100	0	collar trim shadow
shirt neck, upper sleeves, pants	20	25	20	15	408
410	30	40	30	25	shirt neck, upper sleeves, pants shadow
buckle, forearm trim	0	35	100	40	1395
463	30	60	100	30	eyes - dark, buckle, forearm trim shadow
buckle highlight	0	20	65	15	7407
431	20	0	0	70	skirt
skirt shadow	35	0	0	100	426
7518	50	65	65	20	boots - light, coat waist
boots - dark, coat waist shadow	80	90	100	30	4975
warm gray 9	70	55	55	0	boot tips
boot tips shadow	80	85	65	0	warm gray 11
warm gray 6	15	15	20	20	boot tips highlight



KATARA

	C	M	Y	K	
7518	50	55	55	15	hair
hair shadow	0	35	0	100	black 5
7514	10	25	40	5	skin
skin shadow	20	40	60	10	4645
2985	50	0	0	0	eyes - light
eyes - dark	80	40	0	35	7462
660	70	40	0	0	robe, hair beads
robe, hair beads shadow	90	50	5	15	653
431	15	0	0	60	inside of robe
upper sleeves	35	10	0	0	278
652	35	15	0	15	upper sleeves shadow
pants, lower sleeves, necklace band	90	50	5	15	653
533	100	75	15	30	pants, lower sleeves, necklace band shadow
necklace stone	35	0	10	0	635
5493	35	0	10	10	necklace stone shadow
fur, belt, teeth	3	0	0	3	7541
5435	15	3	0	10	fur, belt shadow
fur holding line	35	10	0	3	644
cool gray 4	0	0	0	25	teeth shadow
tongue	10	40	20	0	493
7523	20	65	70	15	tongue shadow
inside of mouth	60	100	100	25	490
423	0	0	0	40	boots - light
boots - light shadow	0	0	0	60	424
7540	0	0	0	70	boots - dark
boots - dark shadow	30	0	0	90	432
439	0	0	35	100	boots sole



SOKKA

	C	M	Y	K	
7518	50	55	55	15	hair, eyebrows, inside of boots
hair, eyebrows shadow	0	35	0	100	black 5
7530	20	15	30	15	shaved hair
shaved hair shadow	30	30	50	20	7531
7514	10	25	40	5	skin
skin shadow	20	40	60	10	4645
2985	50	0	0	0	eyes - light
eyes - dark	80	40	0	35	7462
646	50	20	0	15	robe, hair band
robe, hair band shadow	100	60	0	10	647
5425	35	10	0	25	inside of robe
inside of robe shadow	60	25	10	25	5405
277	35	10	0	0	robe trim
robe trim shadow	50	20	0	0	645
420	0	0	0	15	forearm bands
forearm bands shadow	5	0	0	40	423
7462	100	75	15	0	pants, sleeves
pants, sleeves, shadow	100	75	15	30	654
7505	30	40	80	30	bag
bag shadow	30	50	85	30	462
7500	0	3	30	3	necklace
necklace shadow	10	10	35	0	7502
732	70	80	100	15	boots - dark
boots - dark shadow	0	35	0	100	black 5
4705	30	70	80	30	boots - light
boots - light shadow	80	90	100	15	4695
4725	20	35	40	10	boot bands
boot bands shadow	40	50	60	5	4715
542	50	15	0	5	boomerang
boomerang shadow	50	20	0	15	646
649	10	3	0	0	boomerang edge
boomerang edge shadow	10	0	3	20	7542
423	0	0	0	40	boomerang holes shadow



MOMO

	C	M	Y	K	
7499	0	0	10	0	fur - light
fur - light shadow	10	10	50	10	4525
7532	30	40	60	25	fur - dark
fur - dark shadow	90	100	100	15	497
729	0	25	50	15	ears - light stripe
ears - light stripe shadow	30	60	100	15	7516
7504	30	40	60	10	ears - dark stripe
ears - dark stripe shadow	30	50	85	30	462
363	70	0	100	20	eyes - dark
eyes - light	40	0	70	0	367
440	35	0	0	100	nose
tongue	0	35	10	10	493
7523	20	65	70	15	tongue shadow
inside of mouth	60	100	100	25	490



APPA

	C	M	Y	K	
7499	0	0	10	0	fur
fur shadow	10	10	25	0	7502
7504	40	40	50	0	fur stripes
fur stripes shadow	50	55	55	0	7532
warm gray 10	70	55	55	0	horns
horns shadow	90	75	75	0	438
420	0	0	3	20	horns highlight
belly	40	35	40	15	437
411	50	55	55	15	belly shadow
tongue	10	50	25	0	500
4995	20	60	40	10	tongue shadow
tongue highlight	0	30	15	3	501
497	70	80	100	30	toes
feet	40	35	40	5	409
411	70	80	100	30	foot pads
toes, foot pads shadow	90	100	100	30	black 4
411	40	35	40	15	feet shadow
nose	20	0	0	70	431
432	25	0	0	80	nose shadow
nose highlight	3	0	0	20	429
408	40	35	40	0	cheeks
cheeks shadow	40	35	40	15	410
7531	40	35	40	15	face, inside of ears
face, inside of ears shadow	50	55	55	15	7532
504	70	100	100	30	eyes
nostrils	35	0	0	100	433



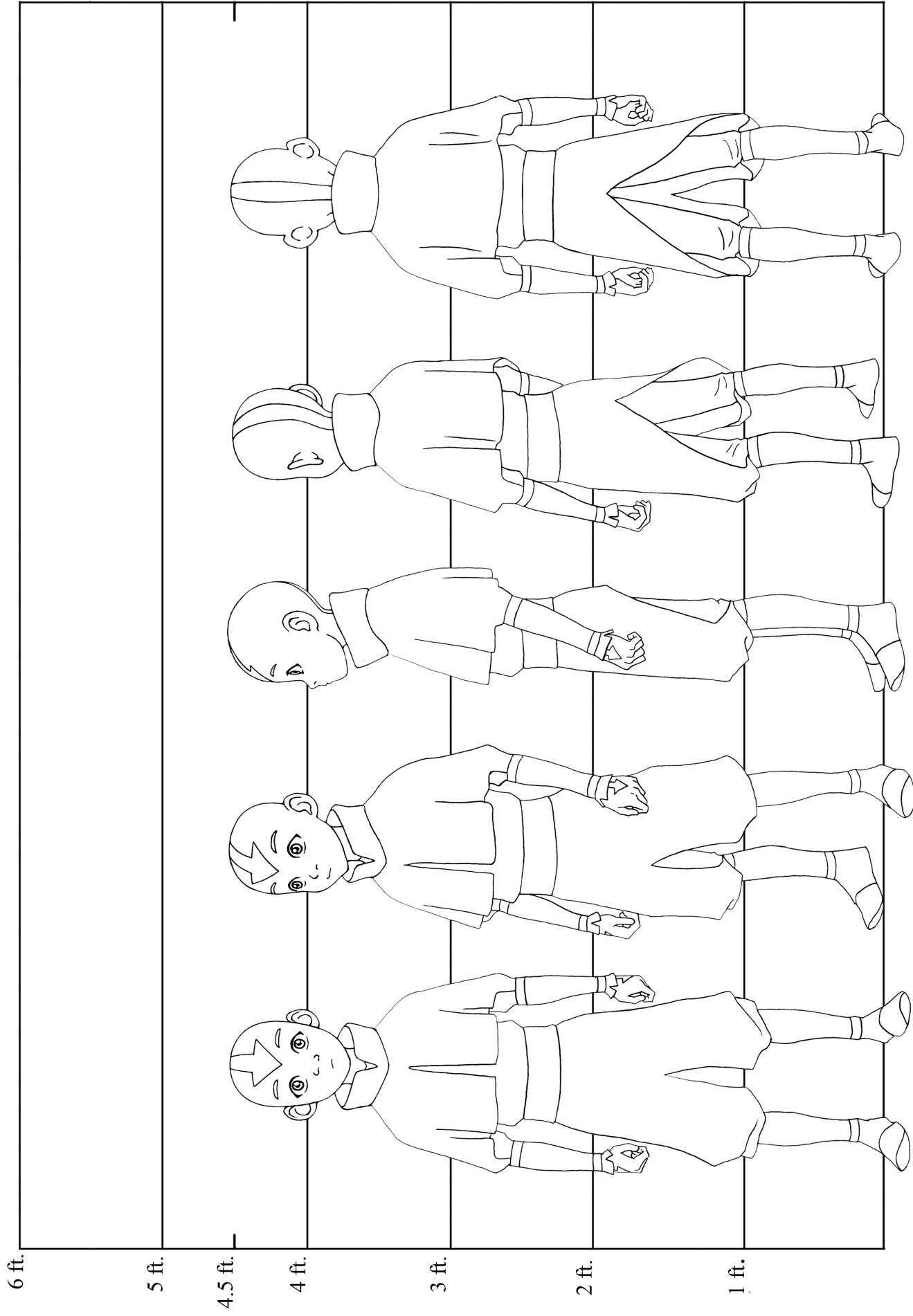
SIZE COMPARISONS



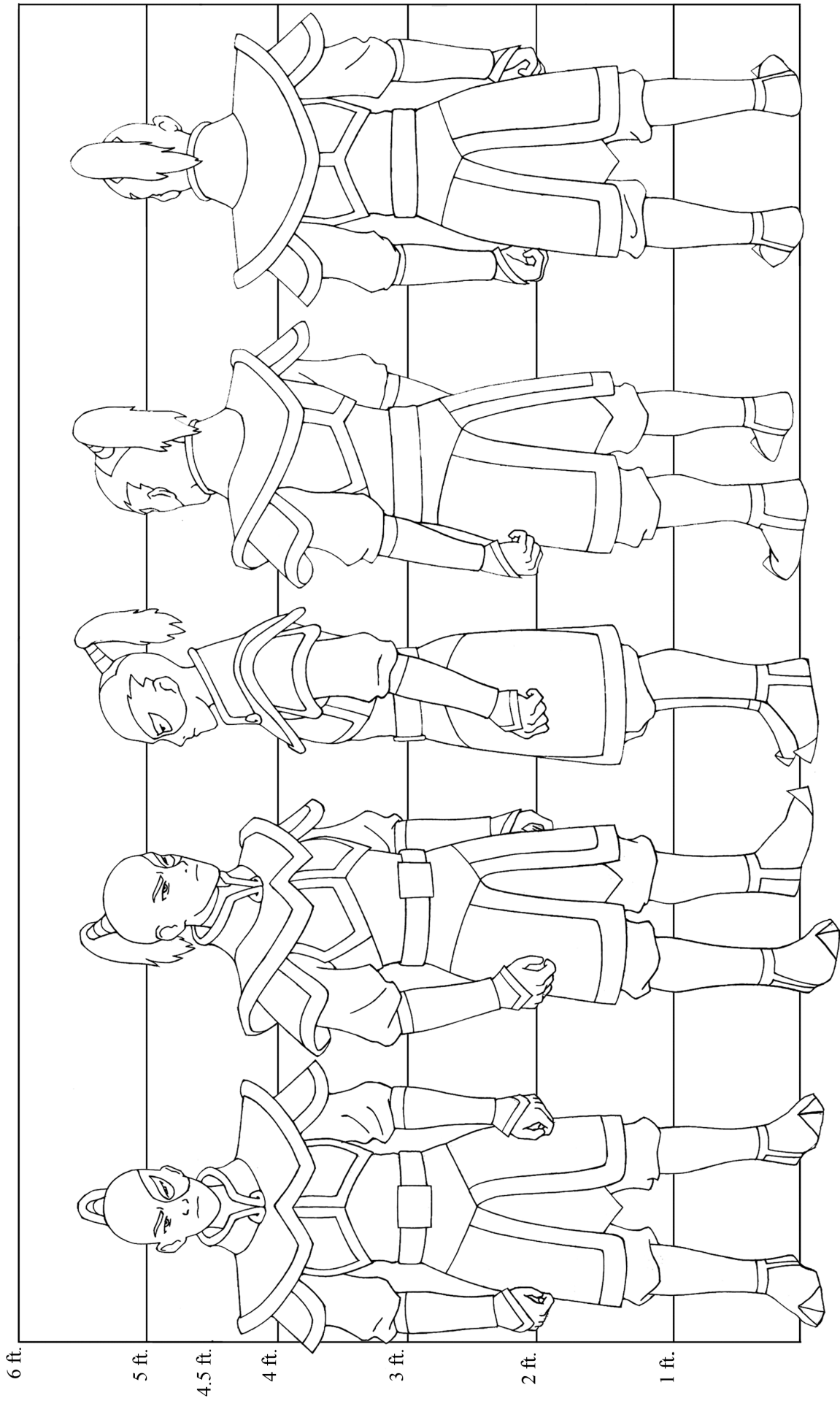
The size of Appa is
relative in comparison
to the size of Aang.

SIZE COMPARISONS

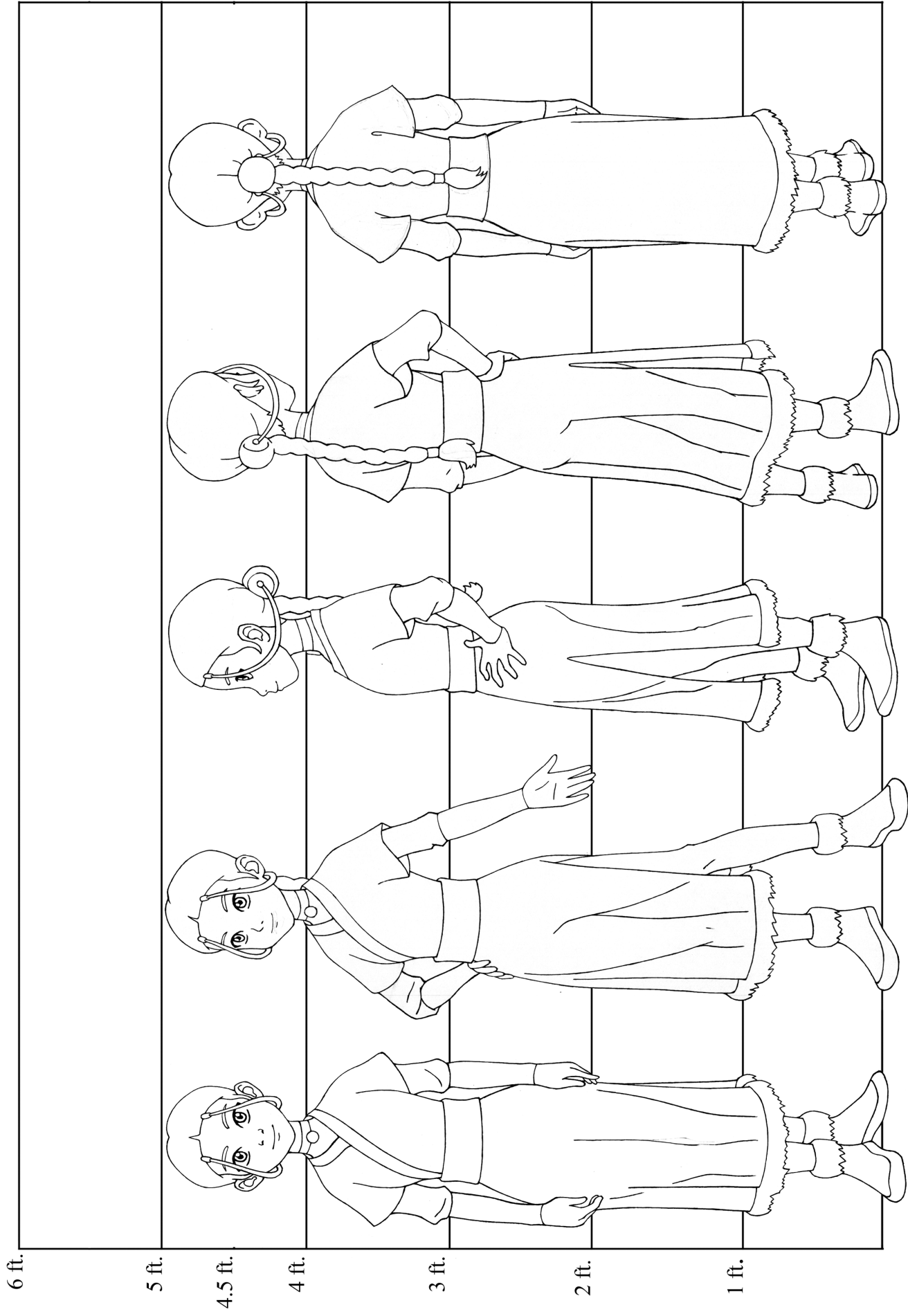
SIZE COMPARISONS



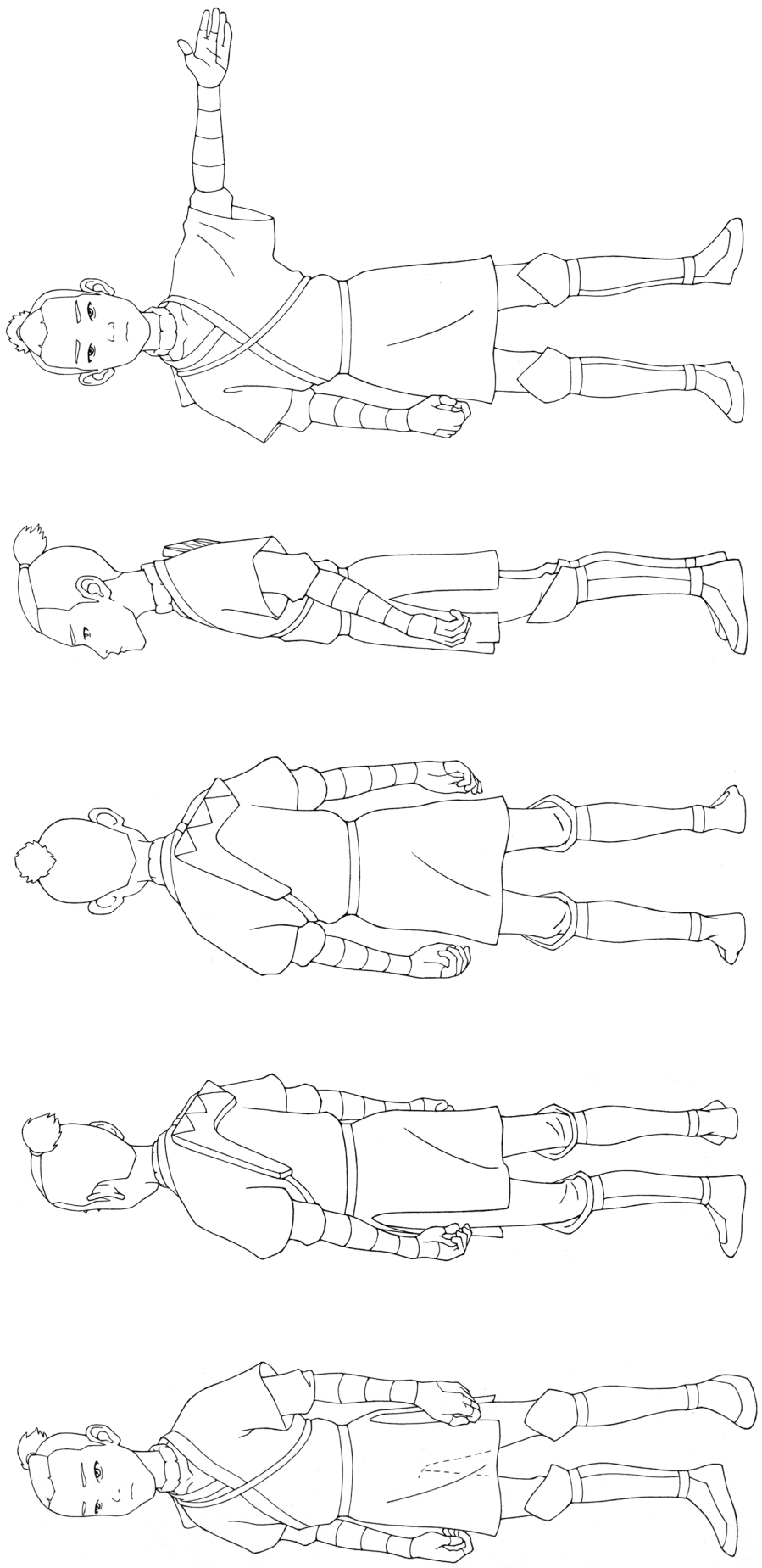
AANG TURNAROUND REFERENCE

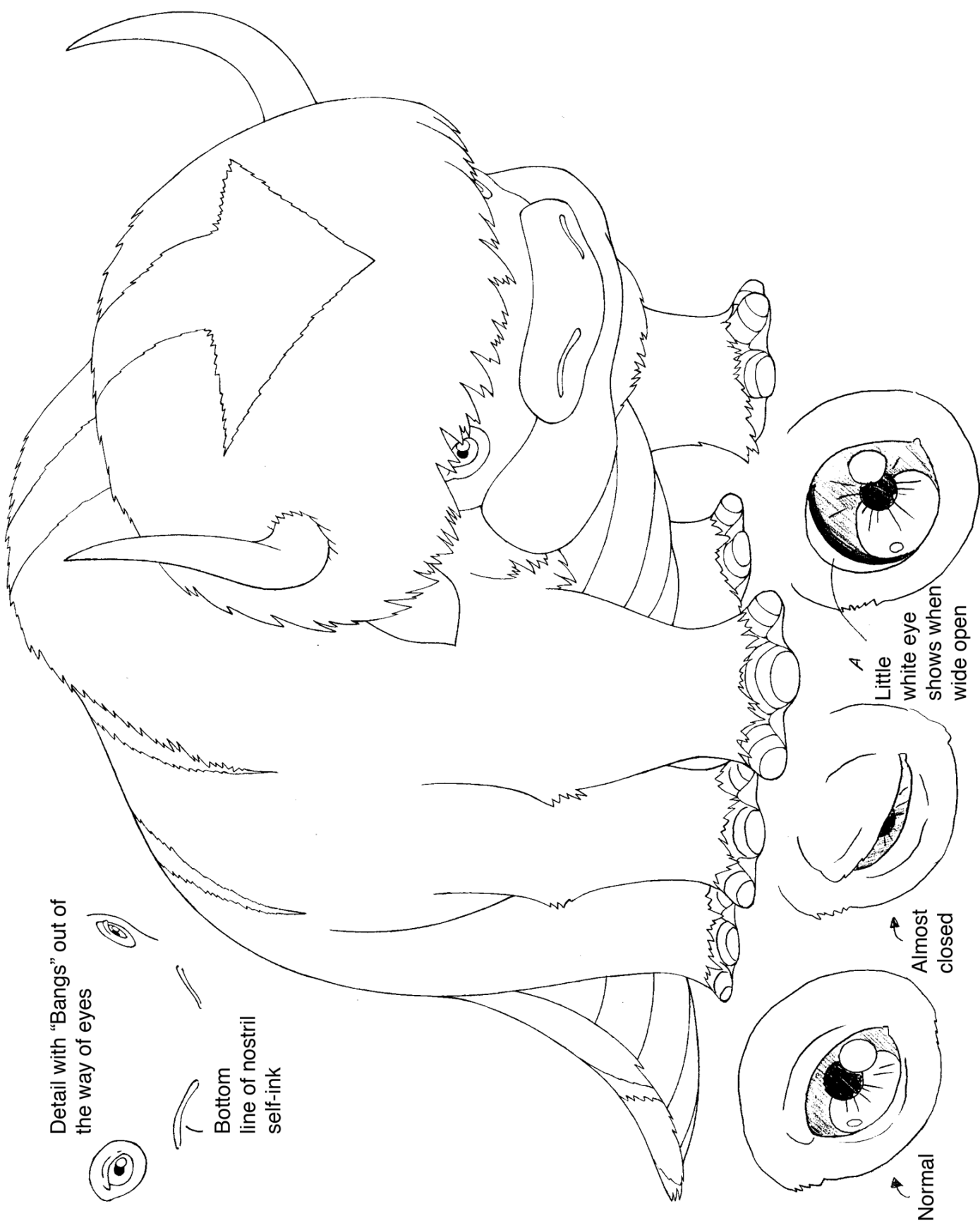


PRINCE ZUKO TURNAROUND REFERENCE



Dress is **NOT** see-through! Legs show for anatomy and proportion



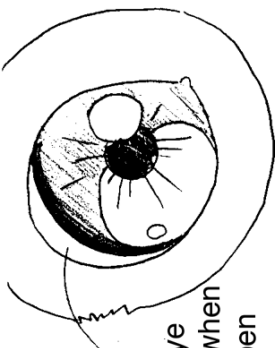


Detail with "Bangs" out of the way of eyes



Bottom line of nostril self-ink

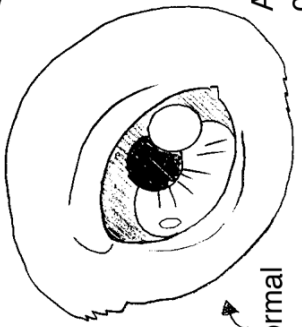
A Little white eye shows when wide open

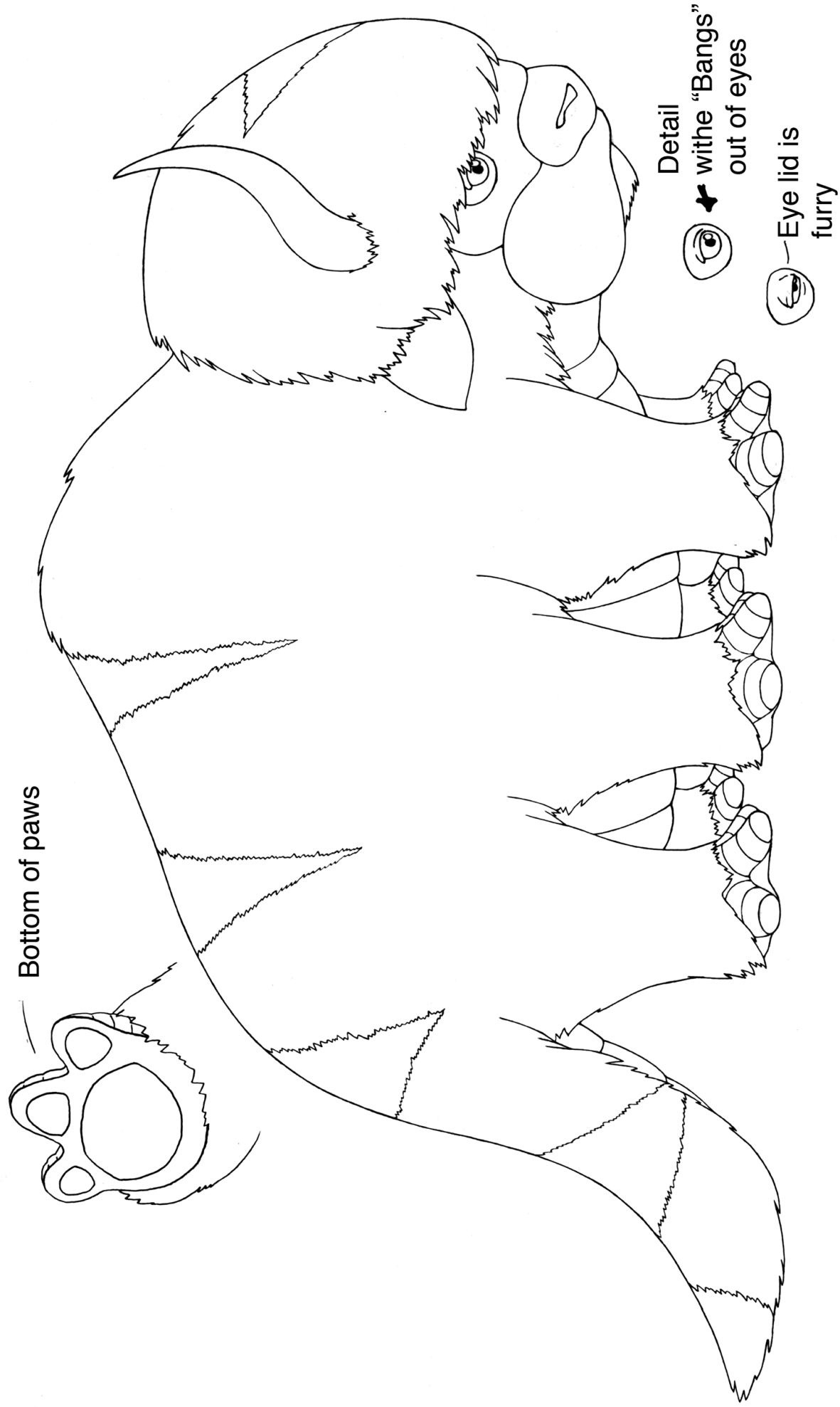


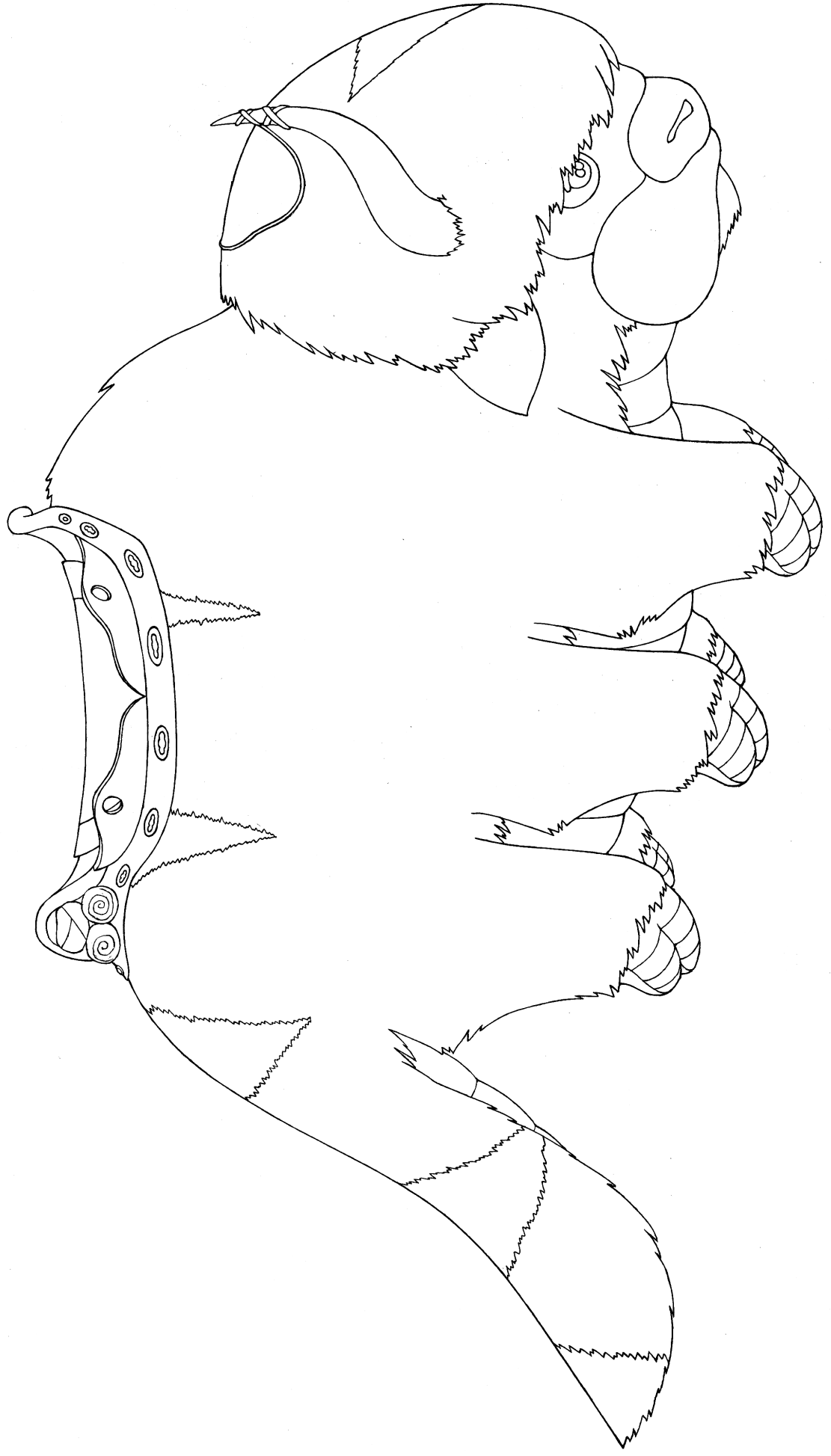
Almost closed



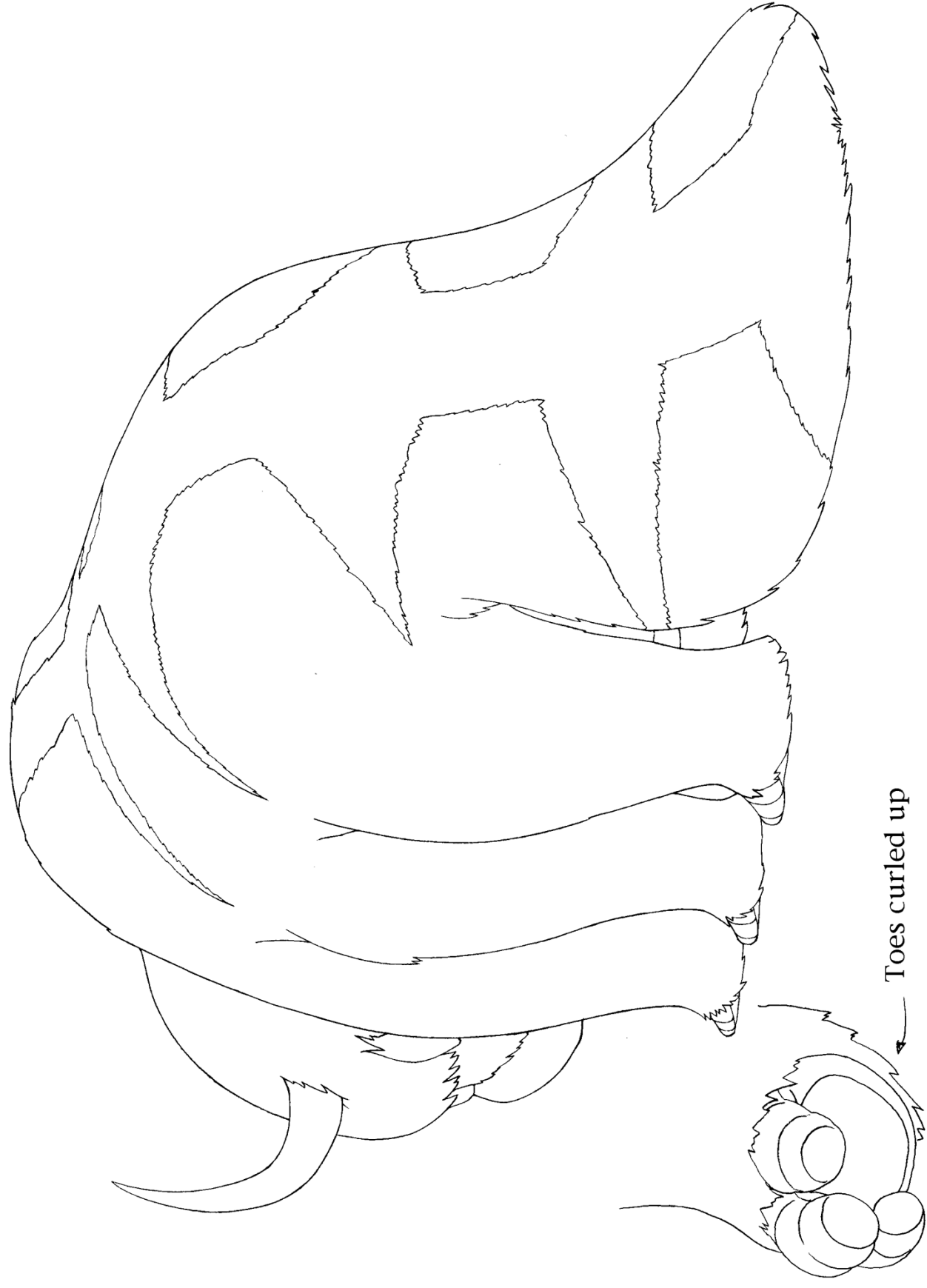
Normal



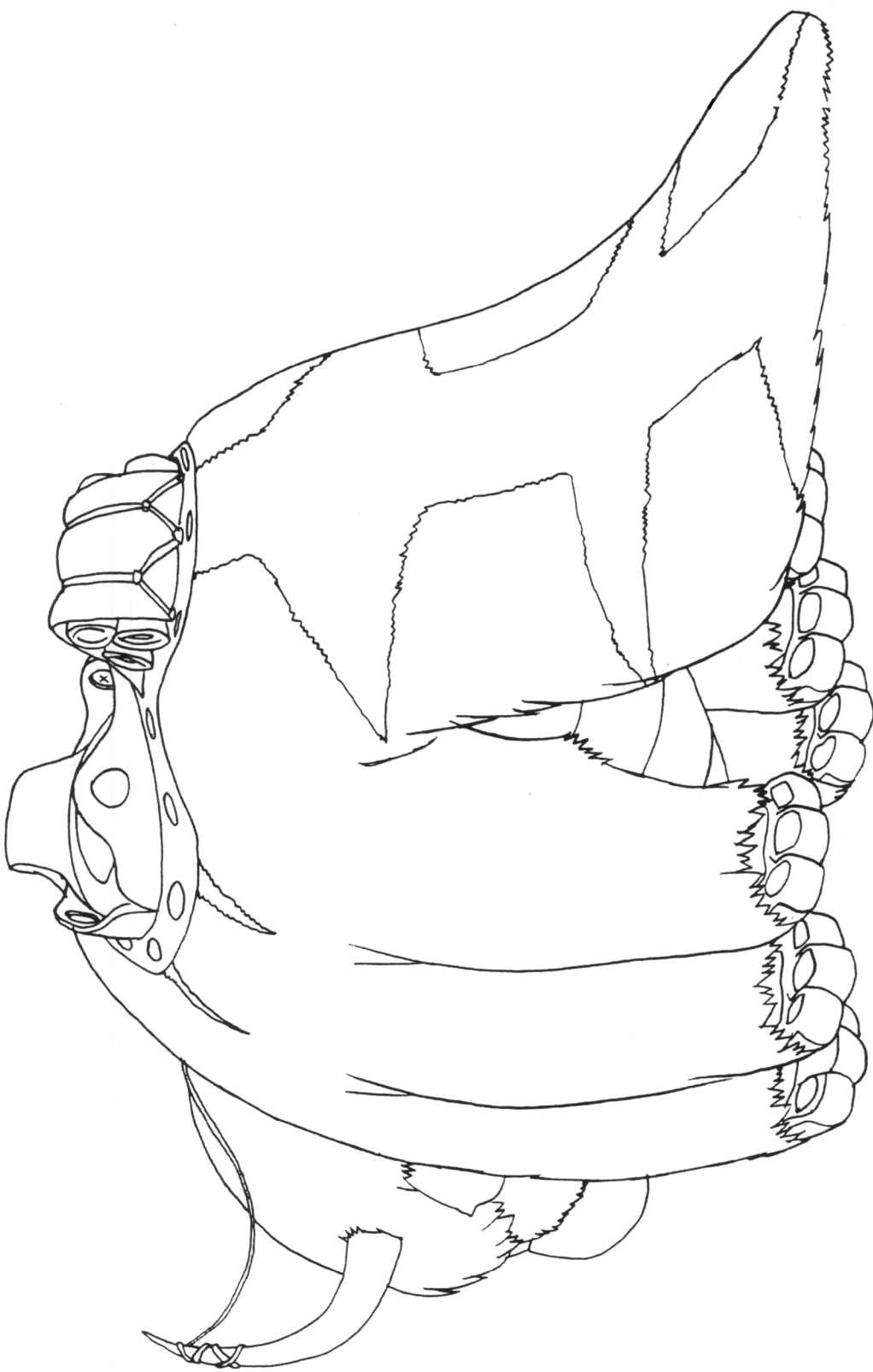


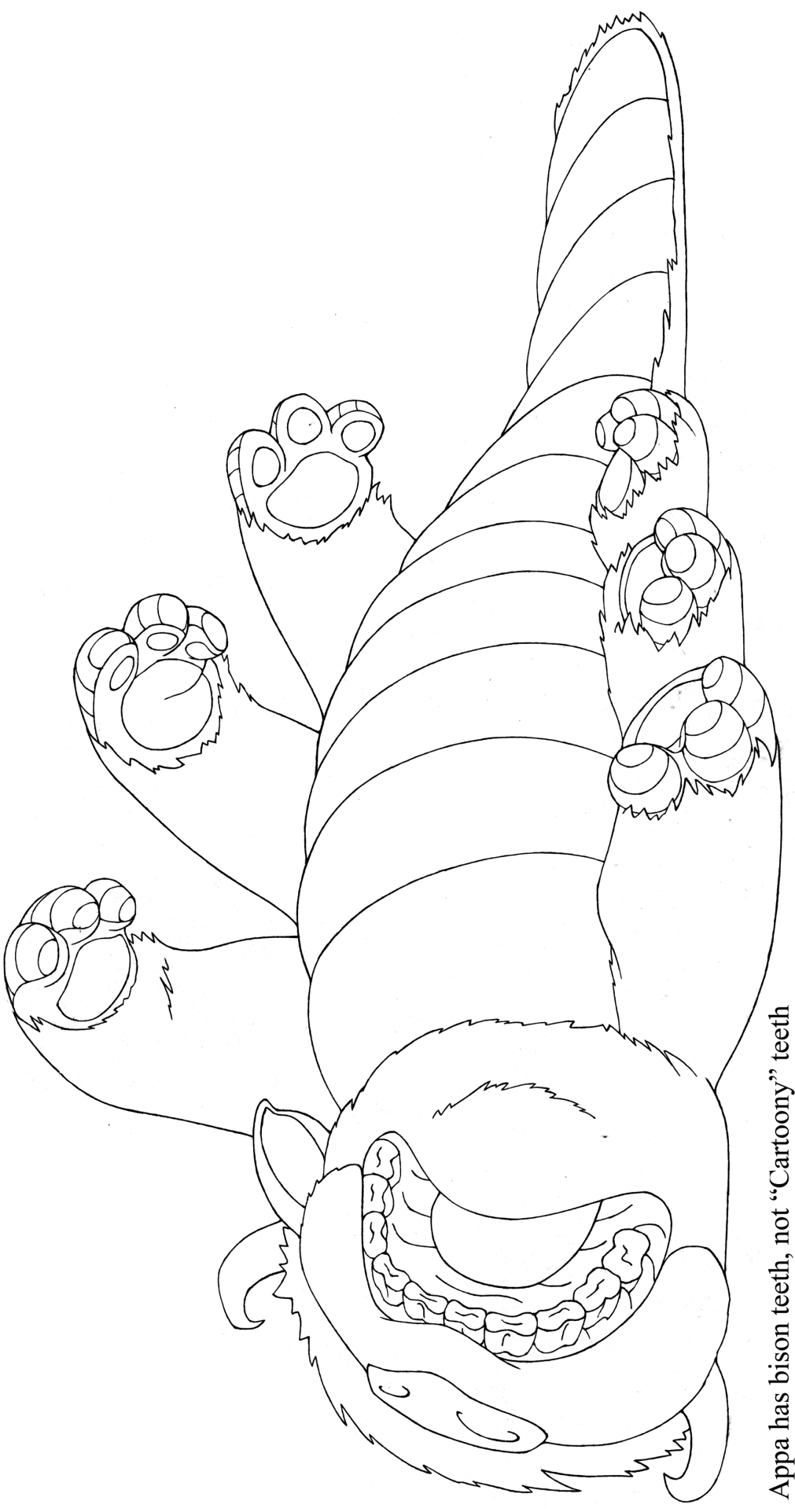




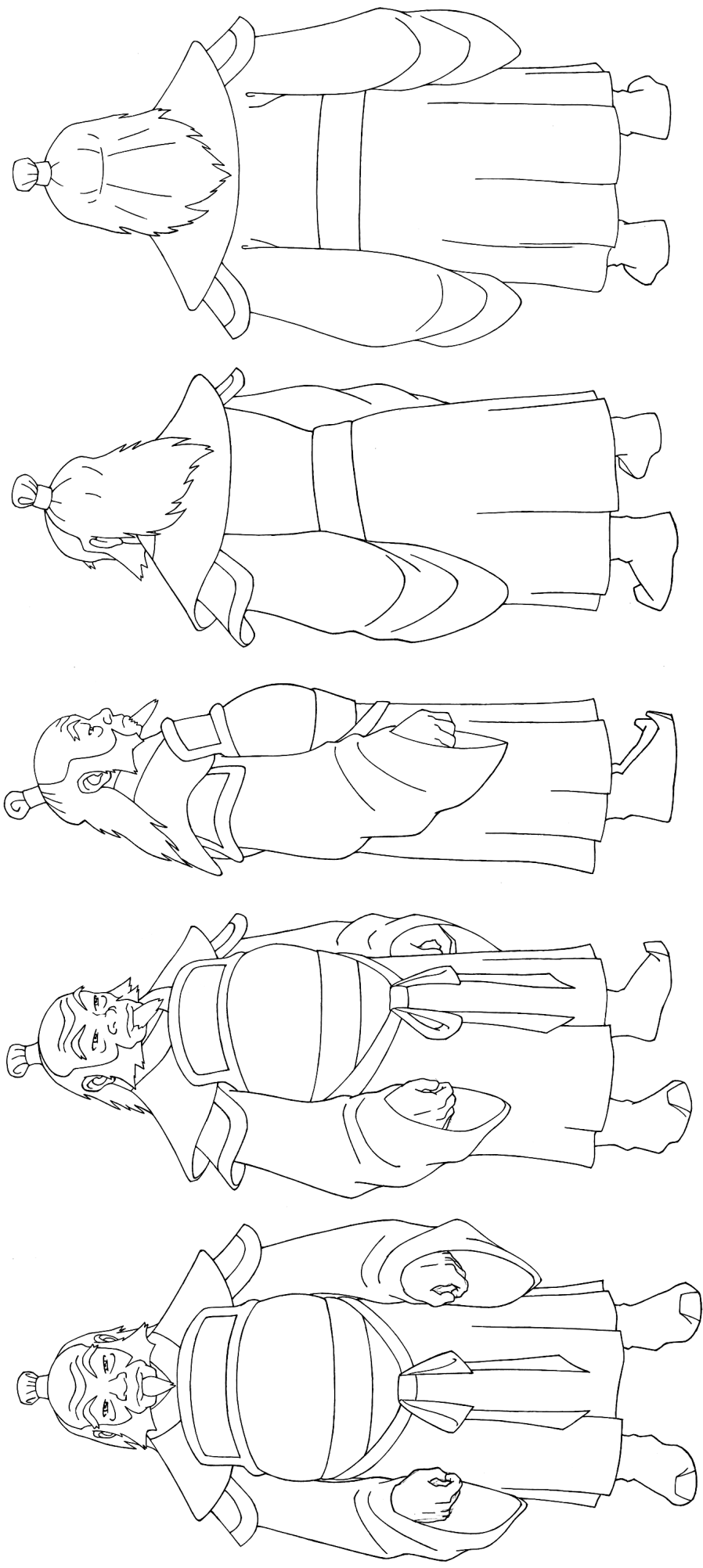


← Toes curled up

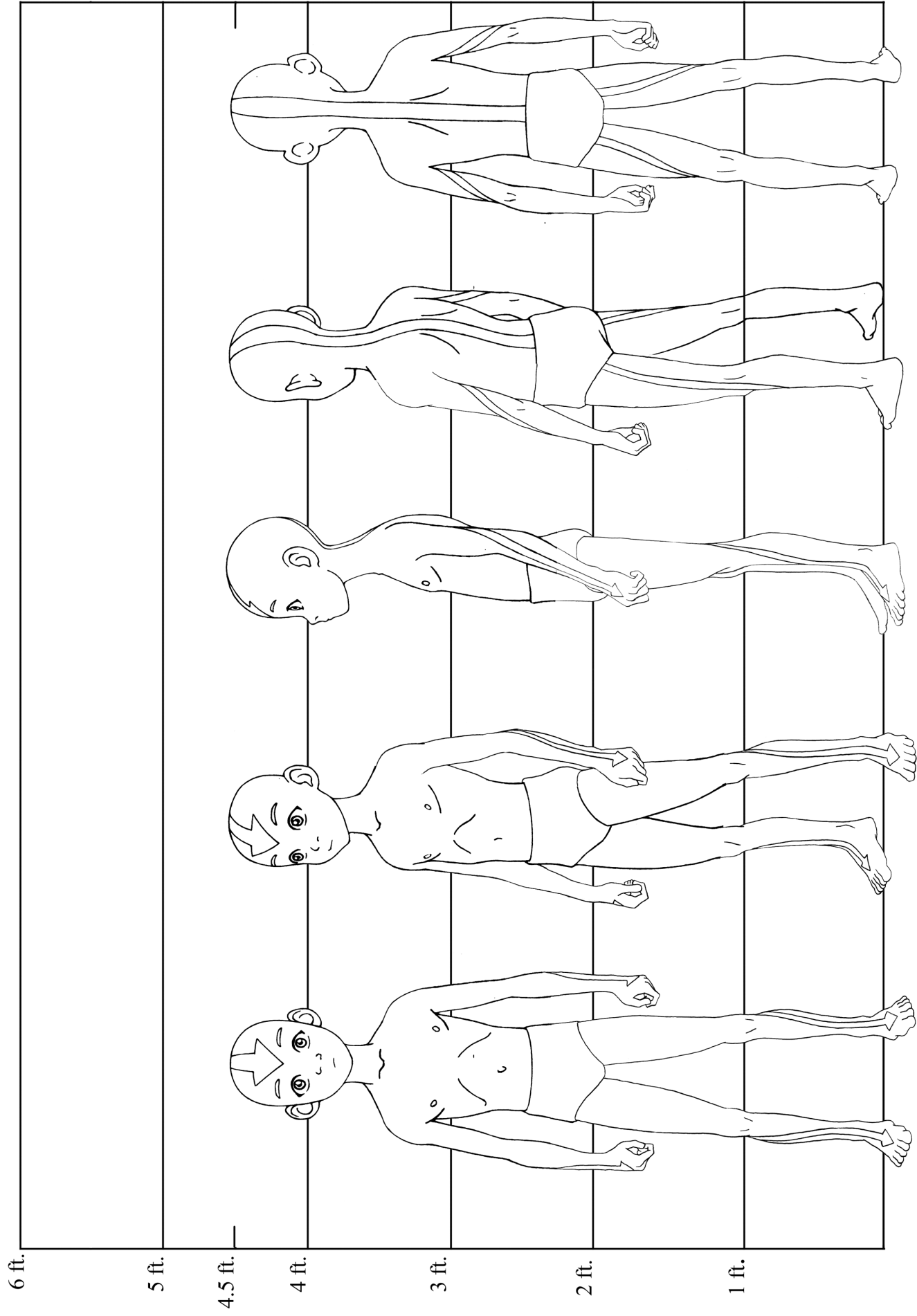


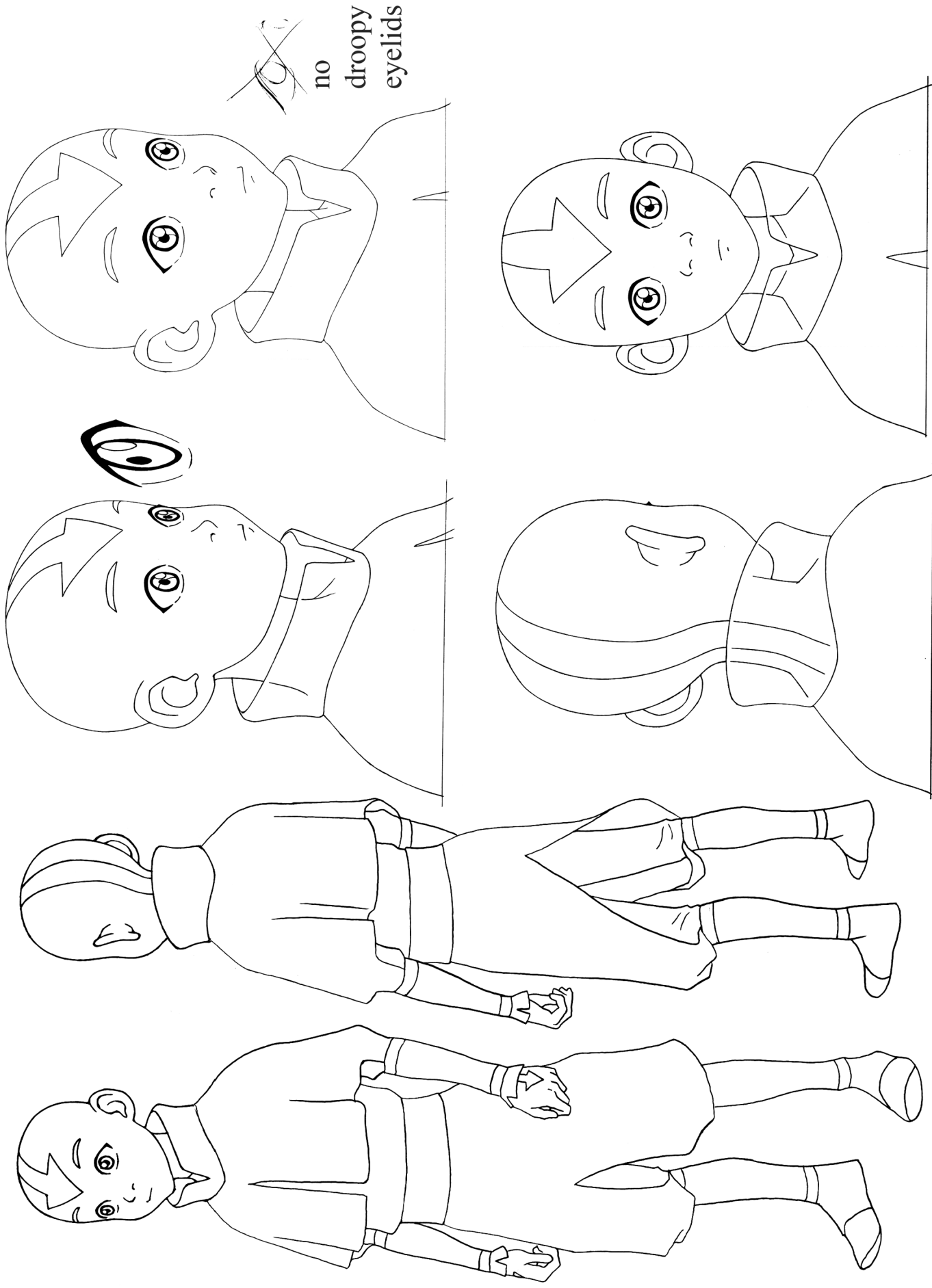


Appa has bison teeth, not “Cartoony” teeth

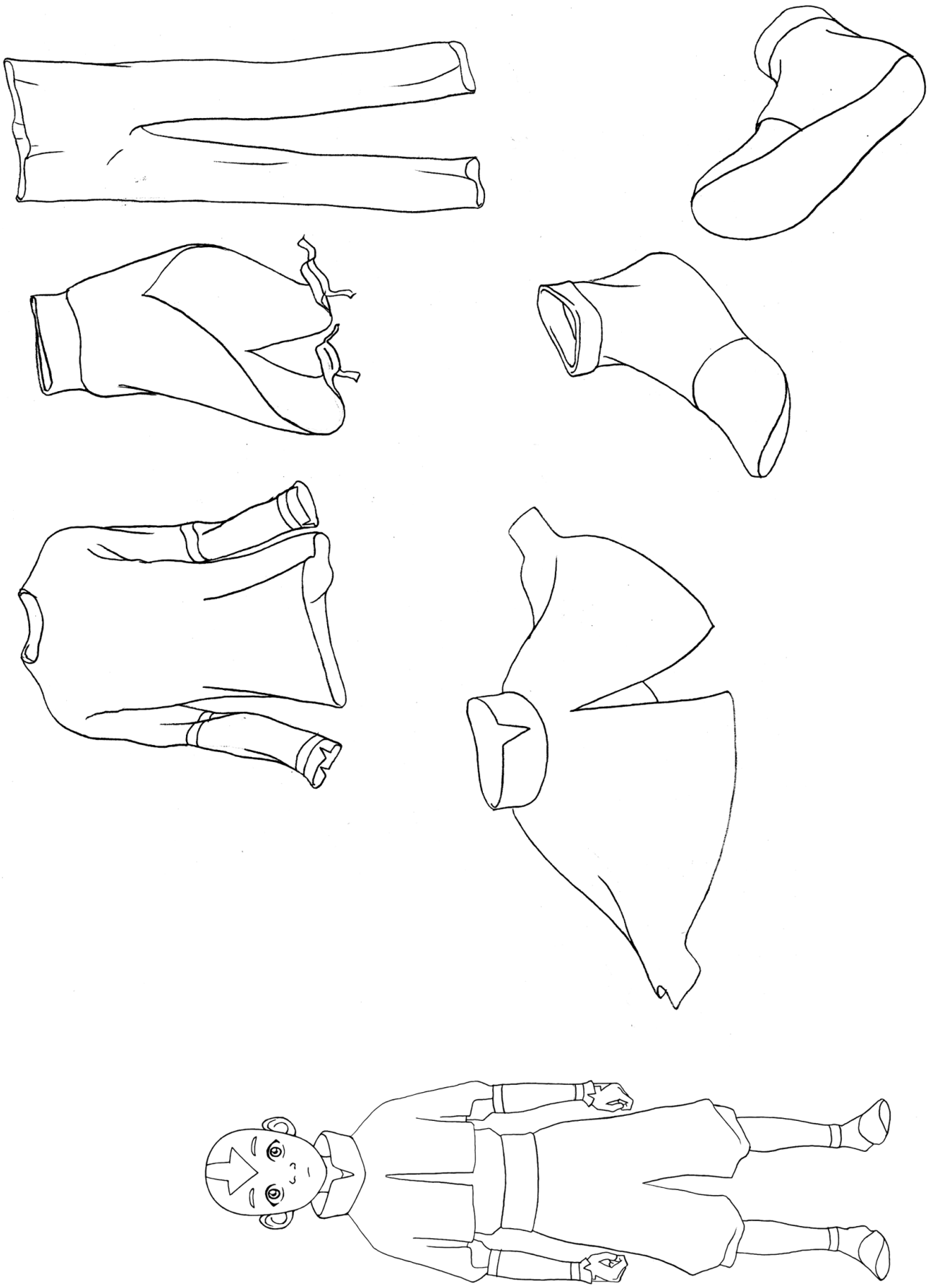


UNCLE IROH TURNAROUND REFERENCE

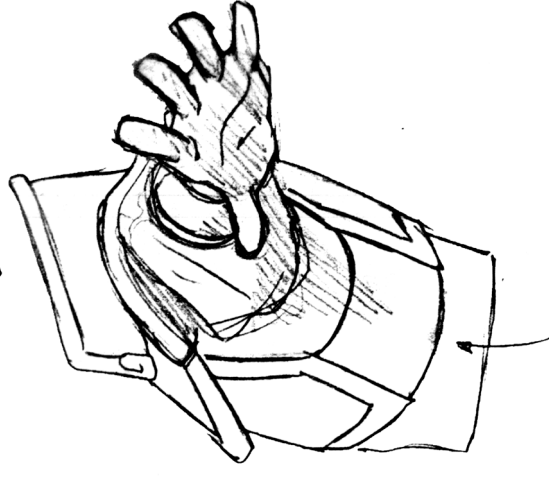




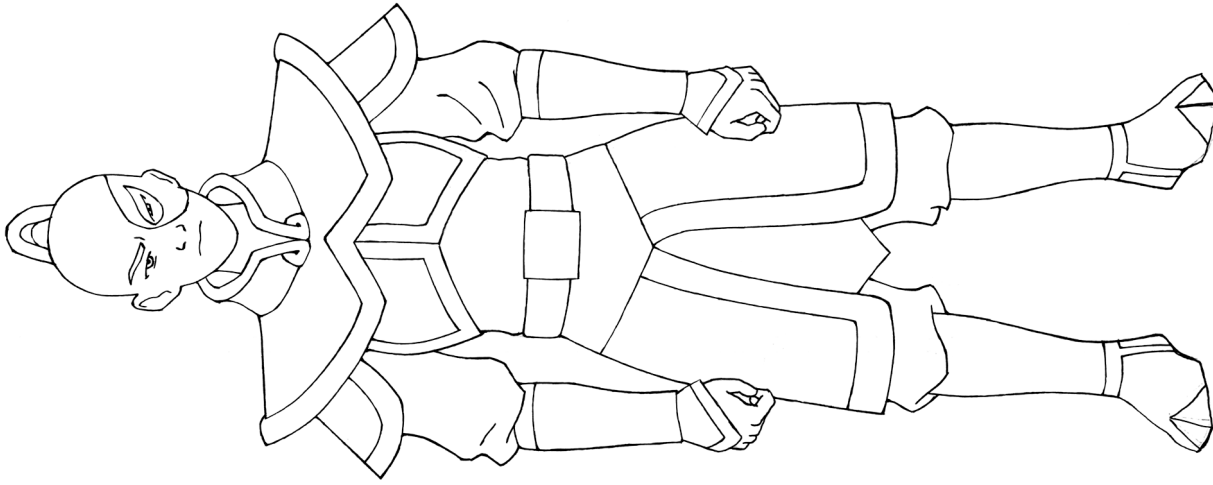
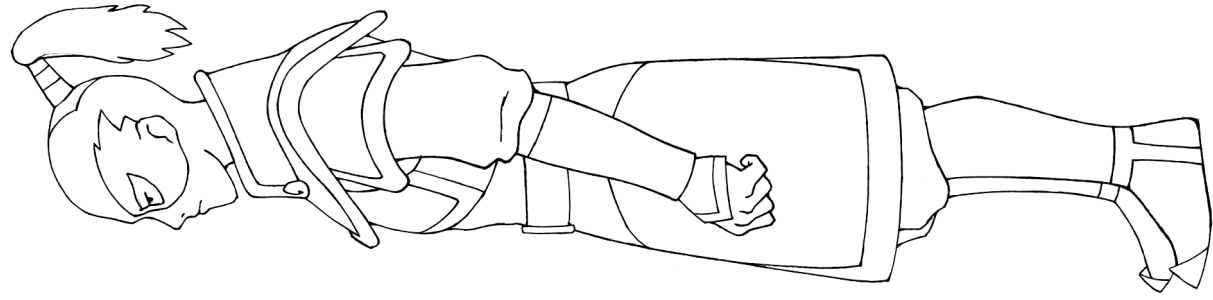
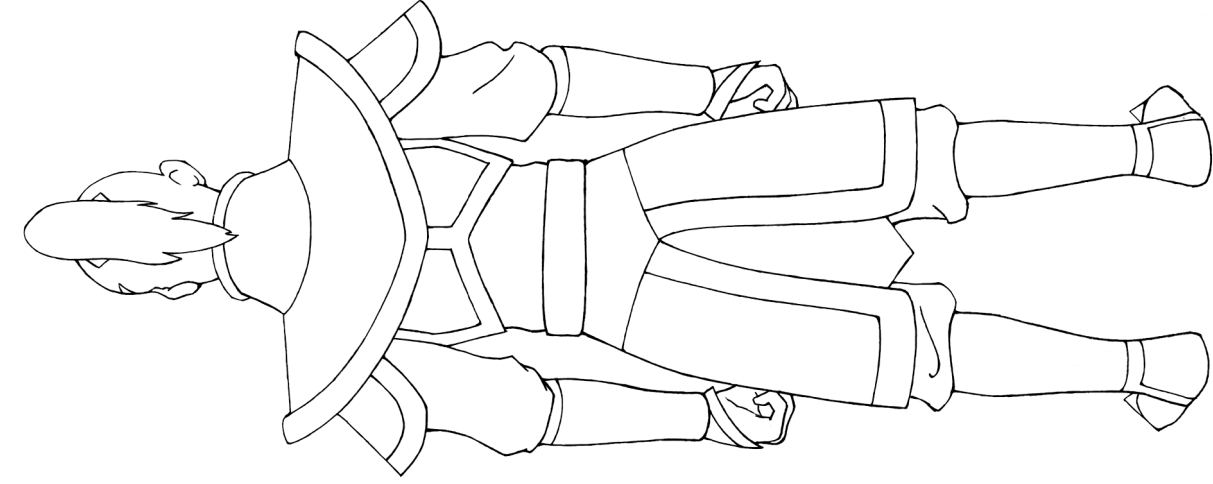


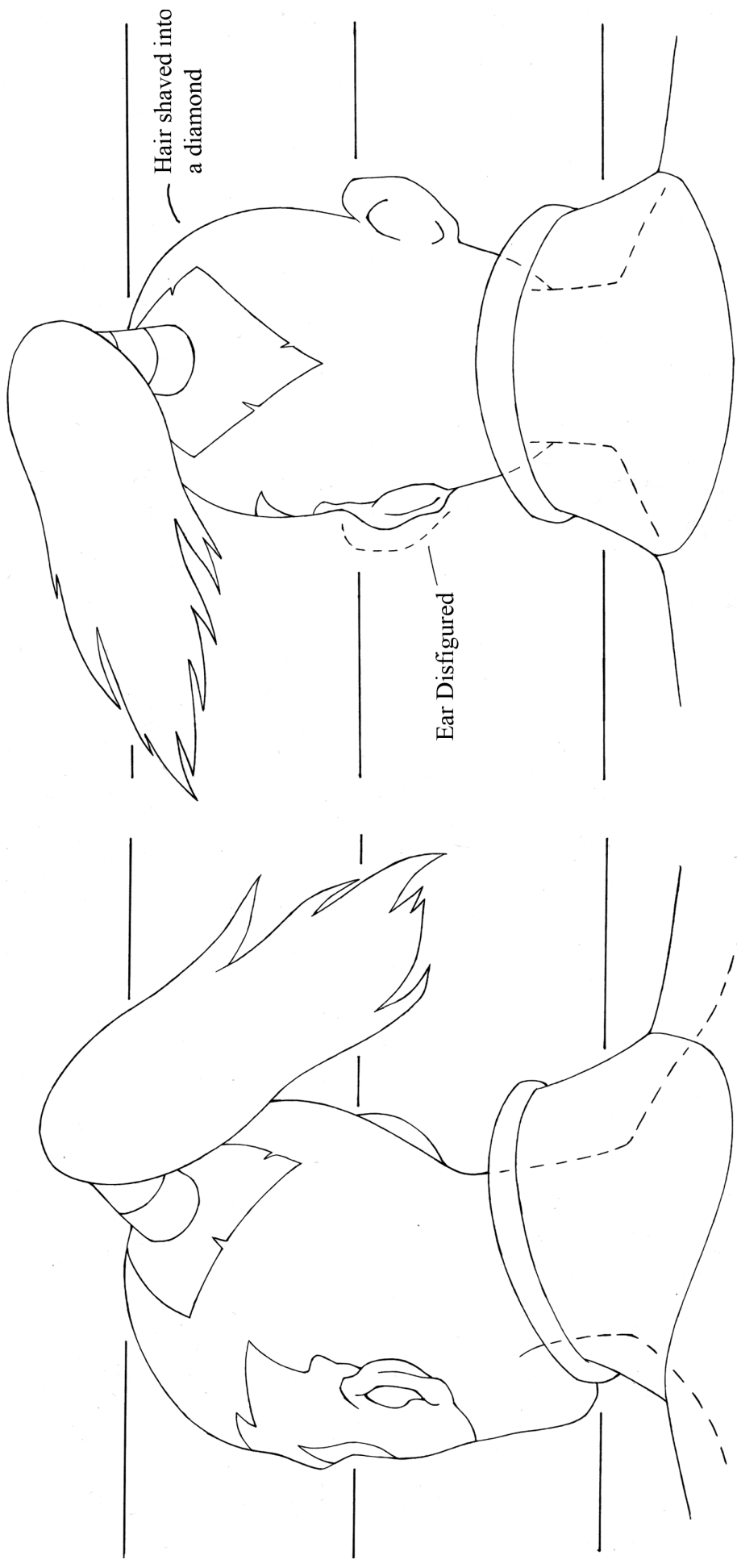


PRINCE ZUKO CONSTRUCTION REFERENCE

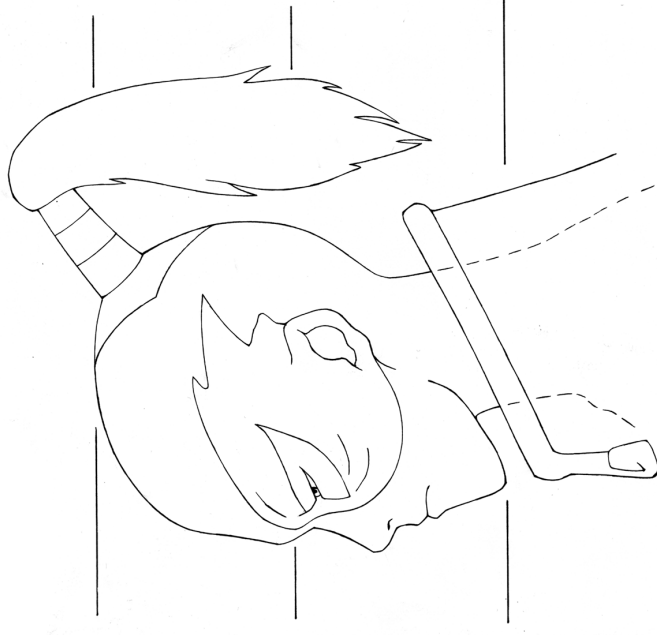
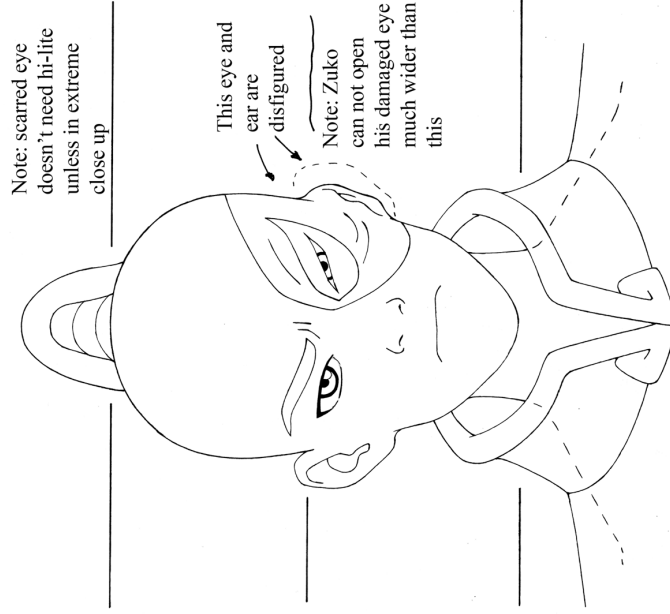


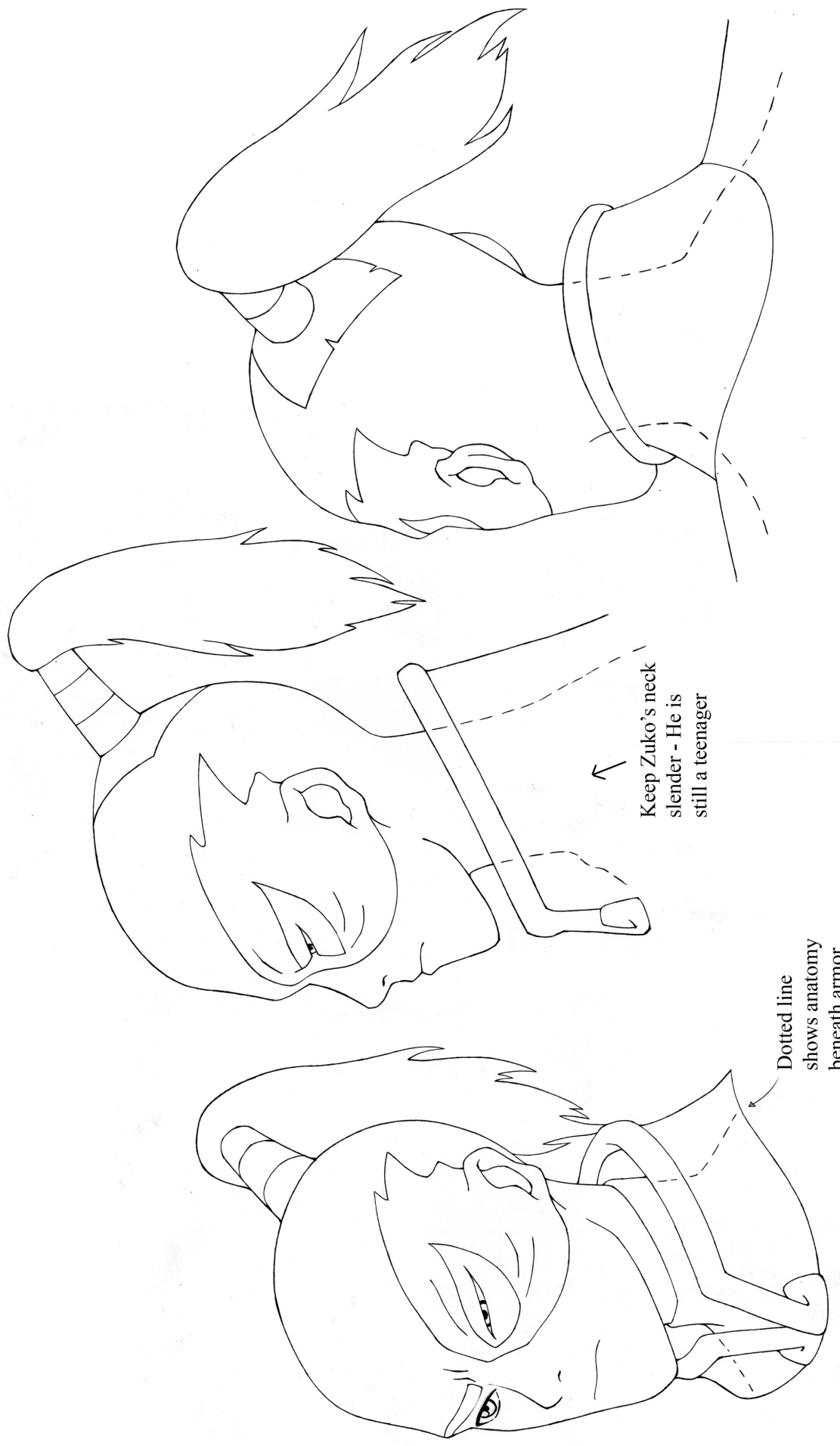
wide strap connects breast plate
with back plate under arm, over ribs

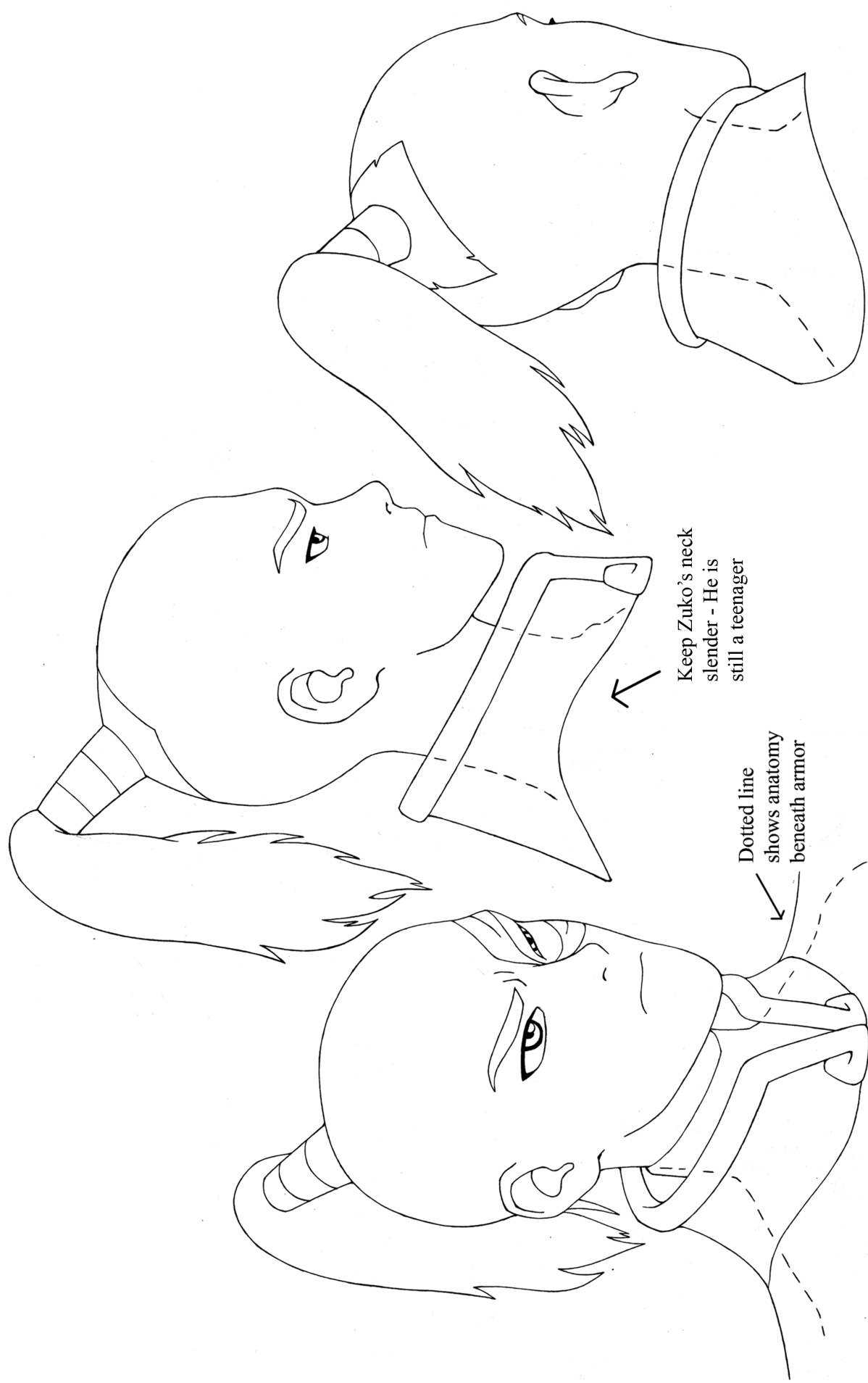


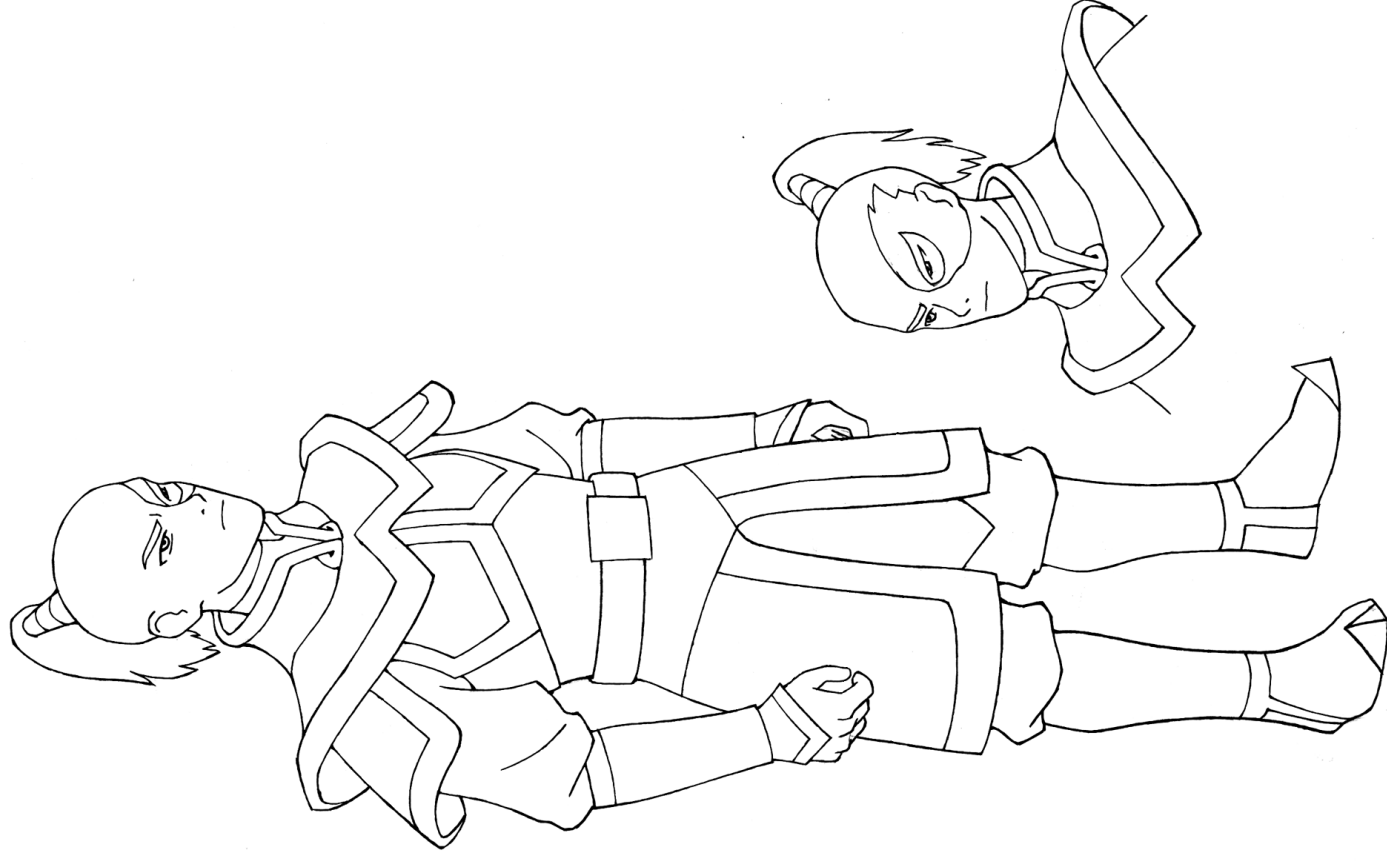
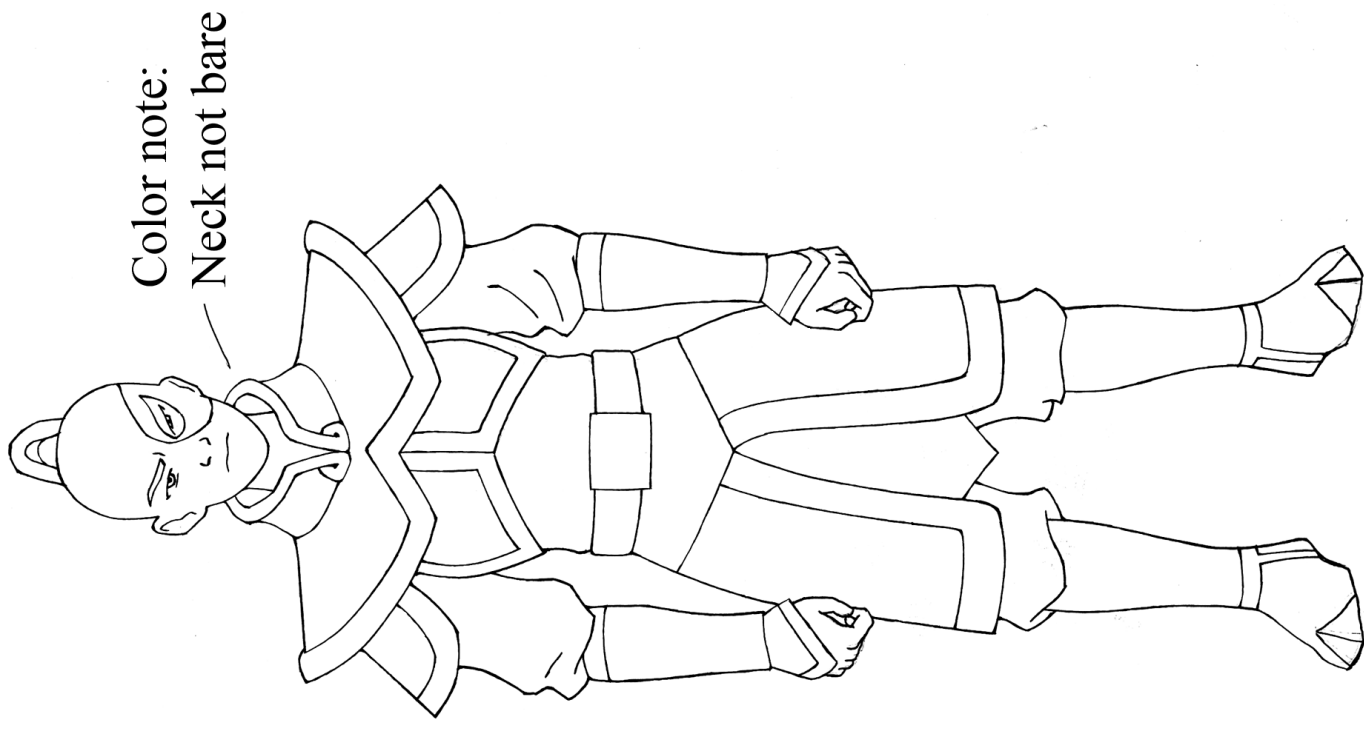


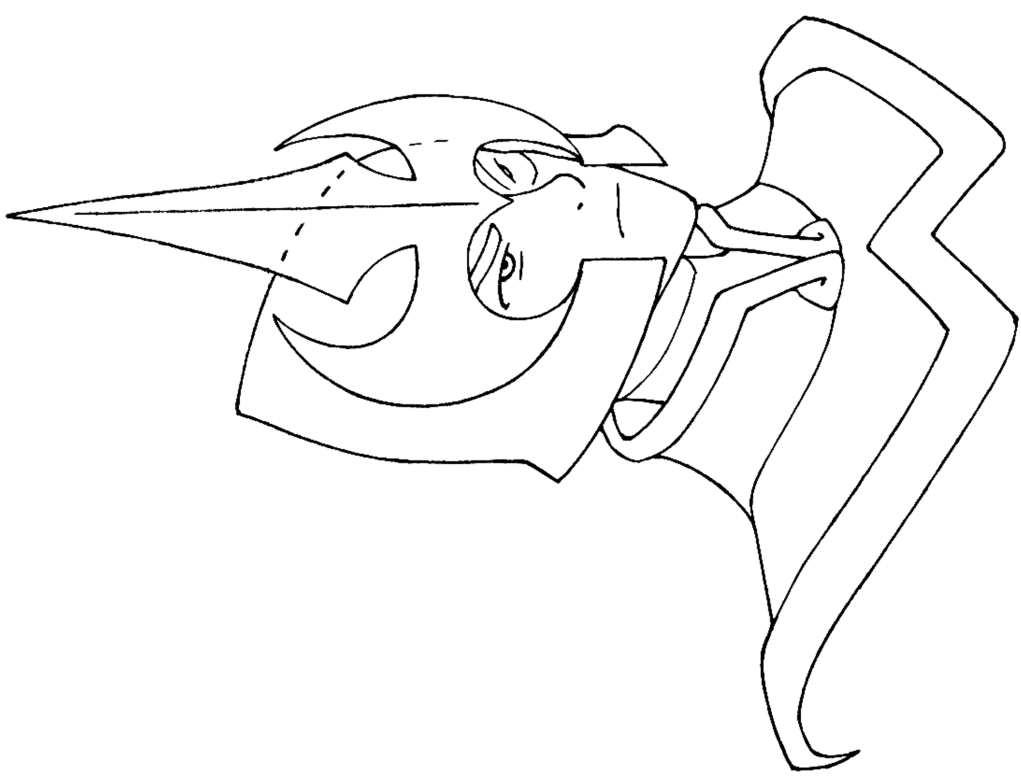
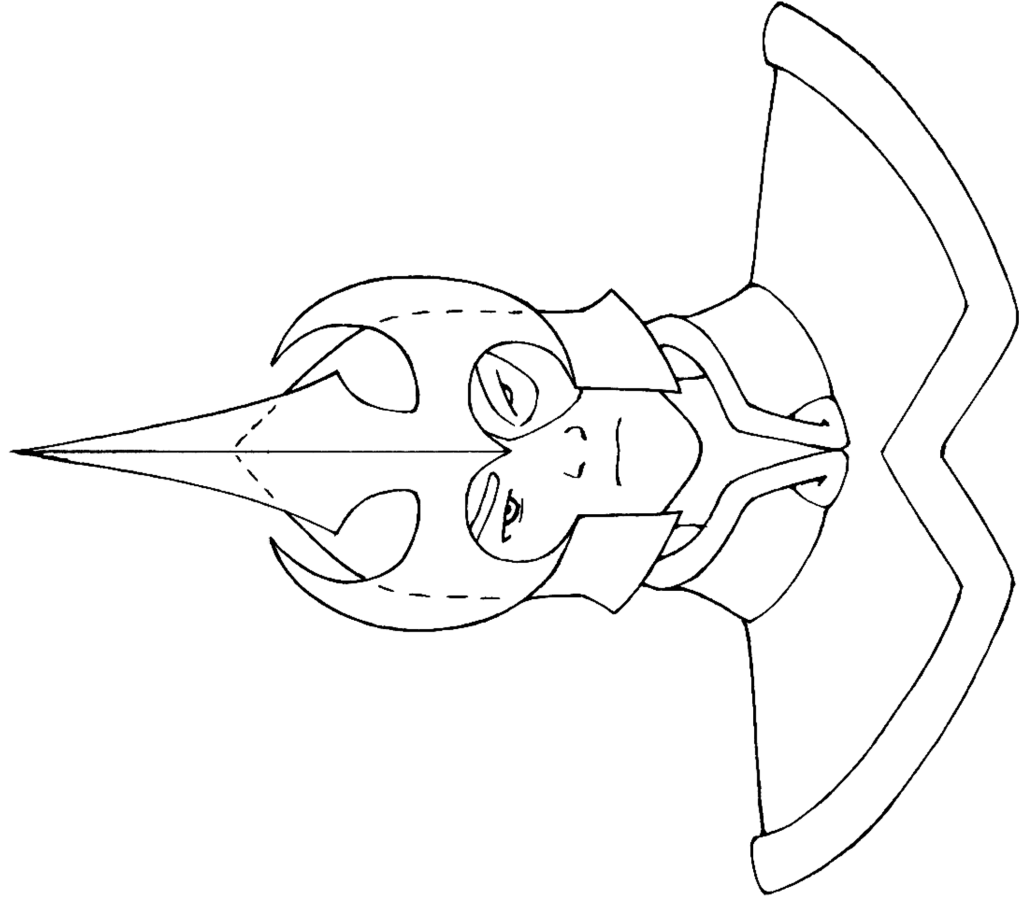


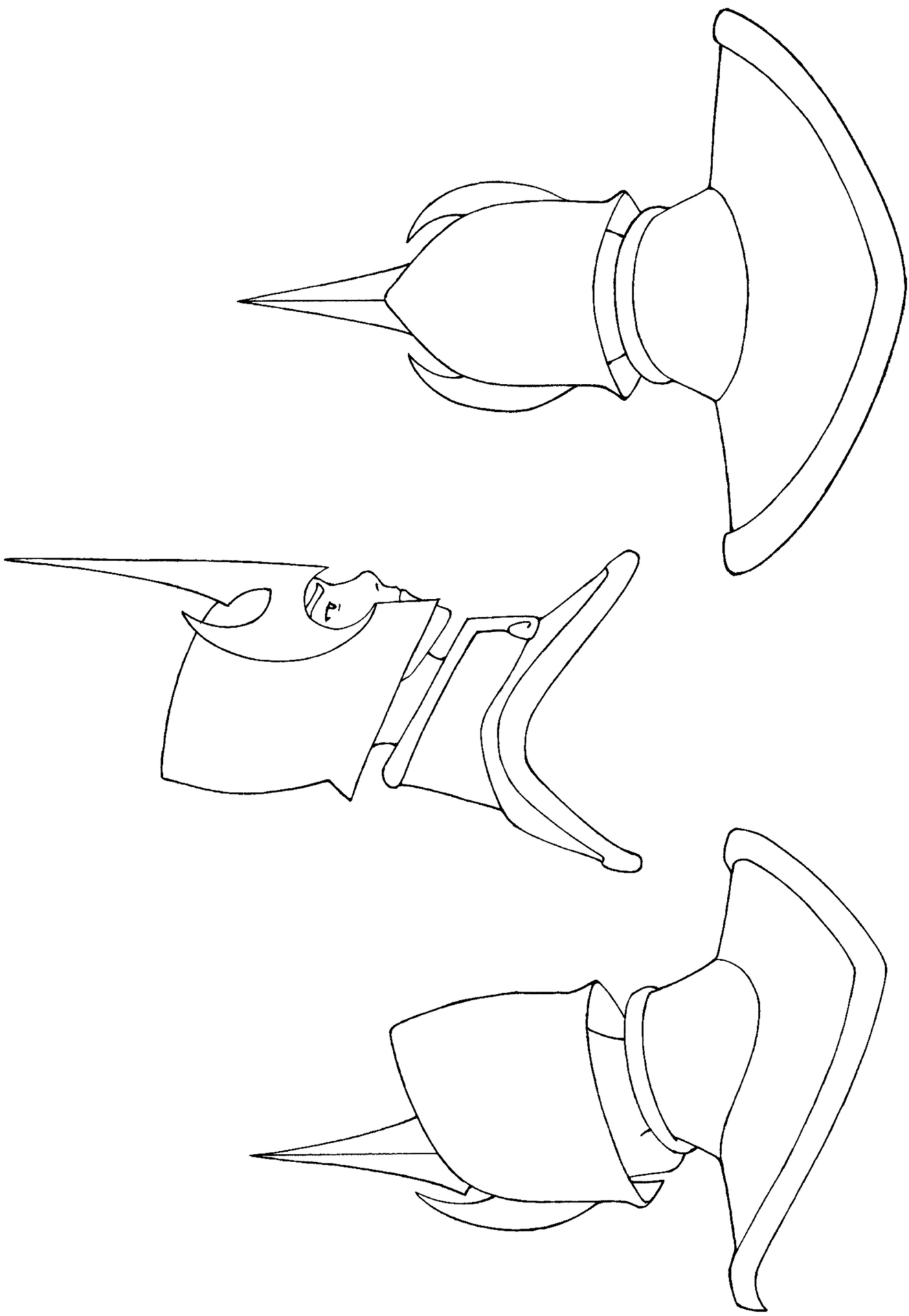




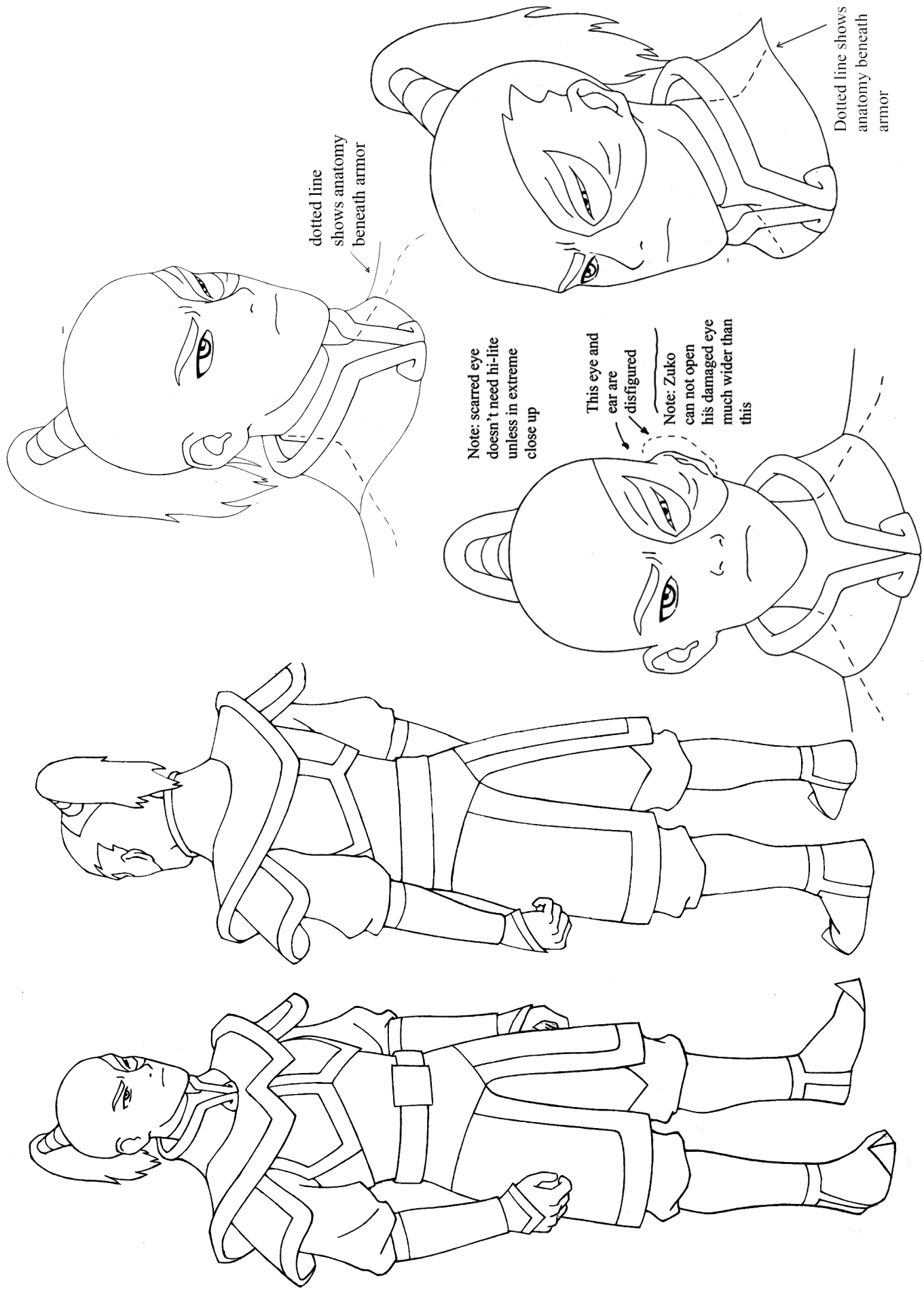


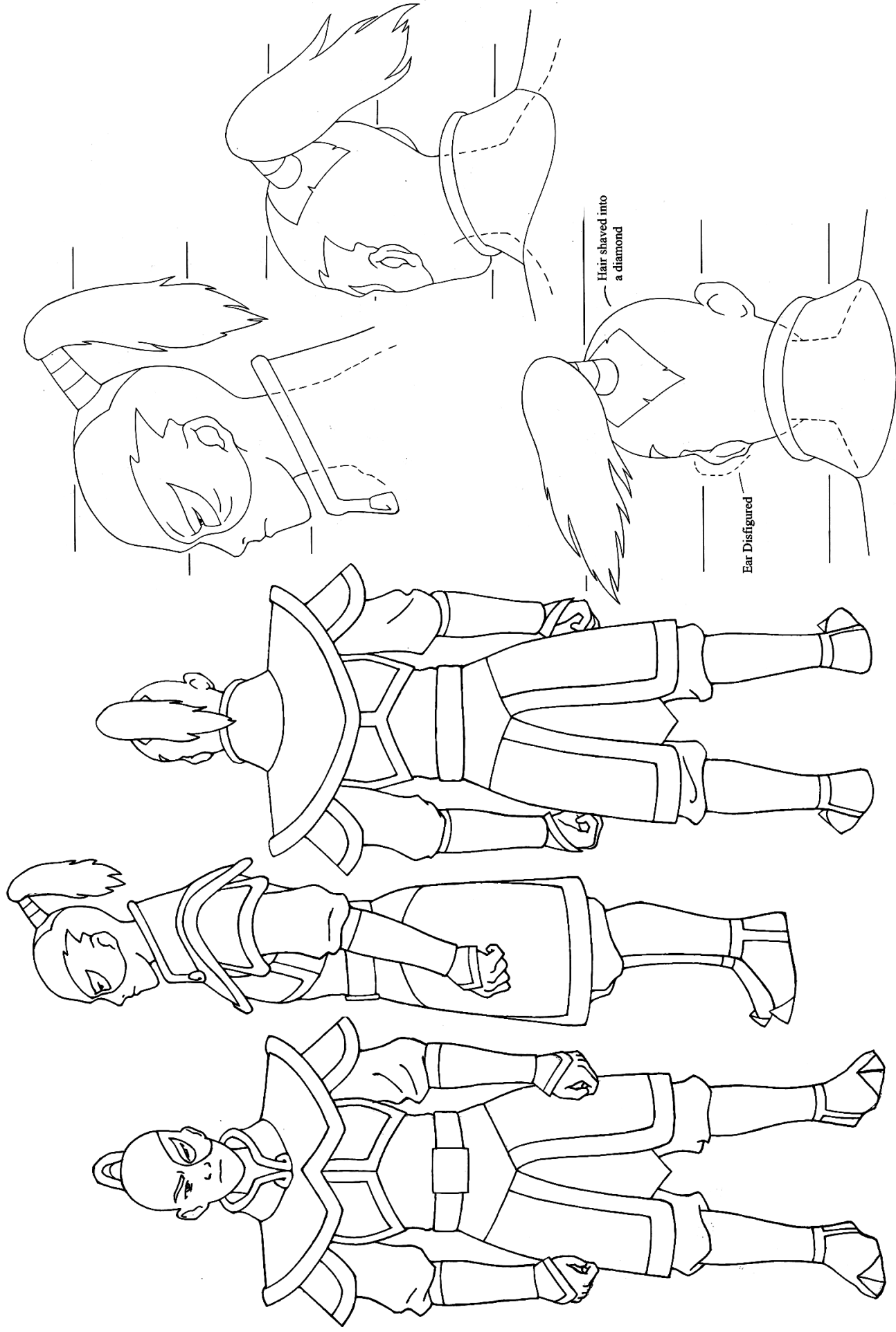


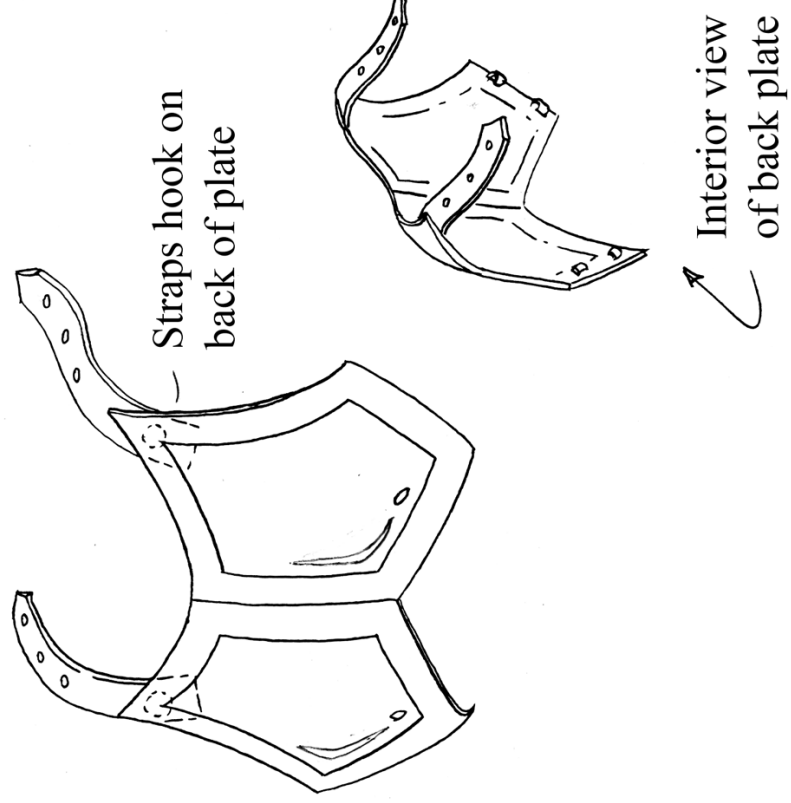
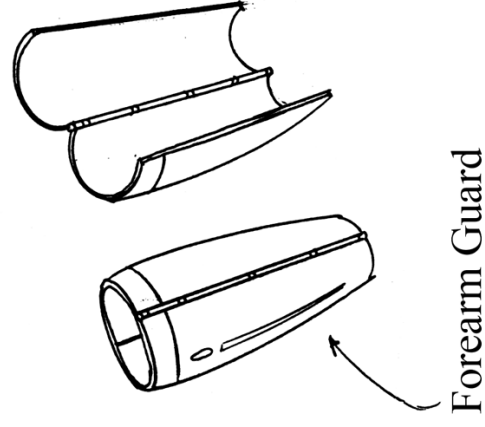
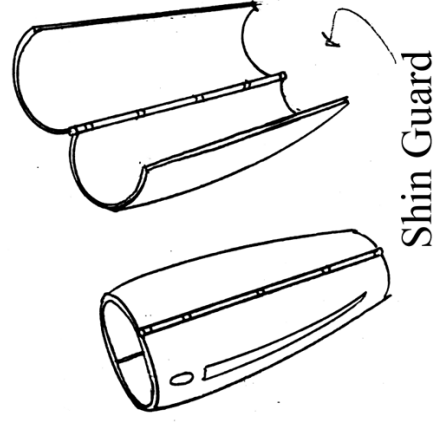
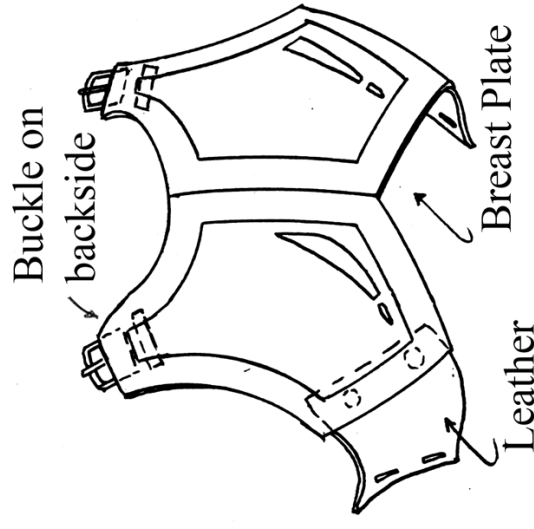
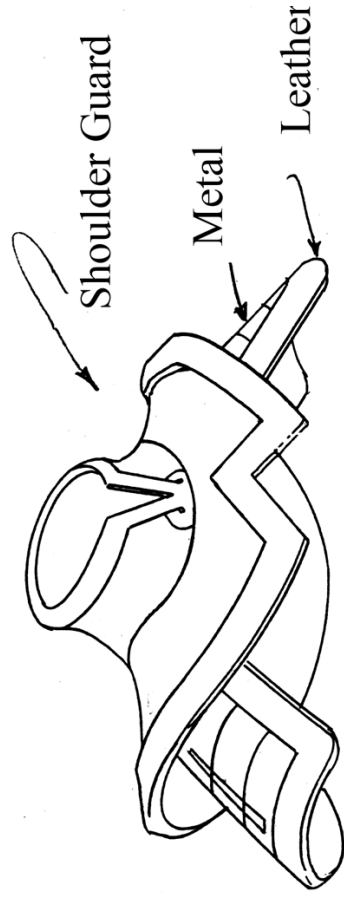
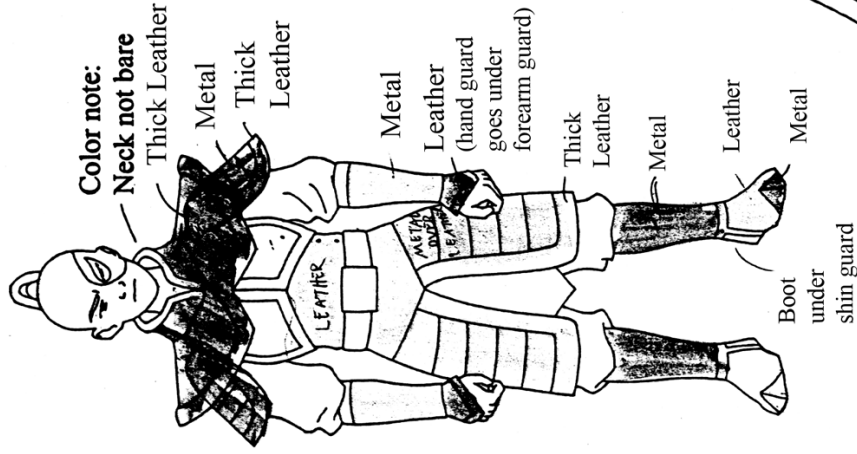


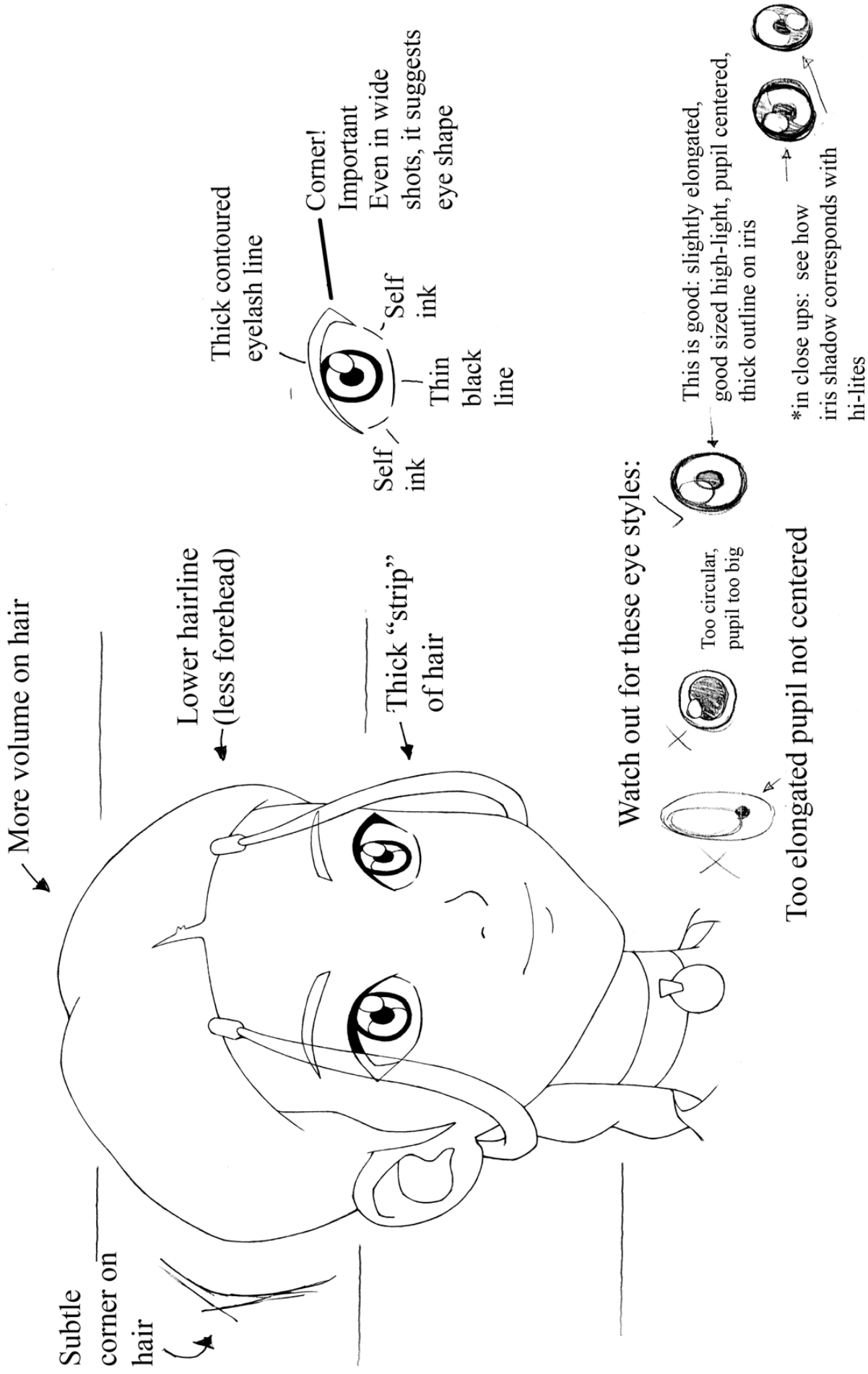


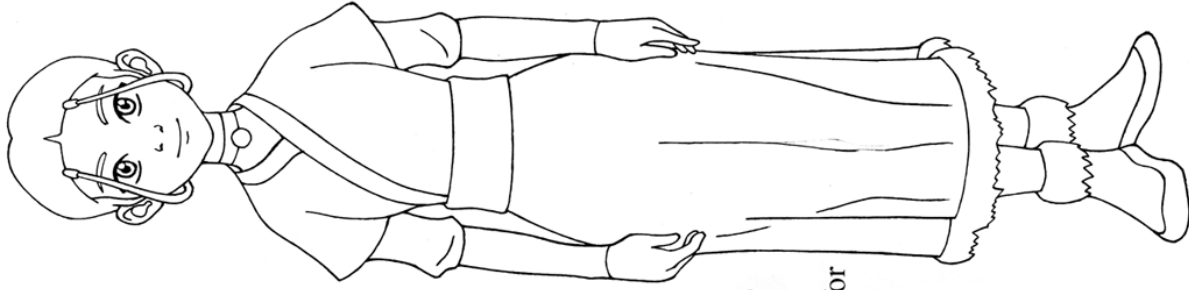
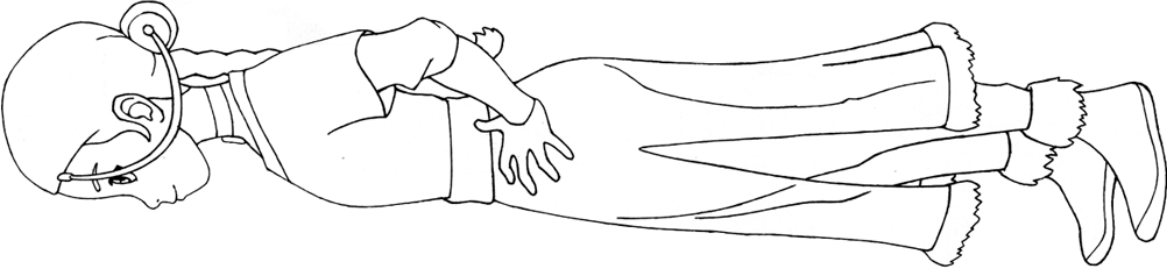
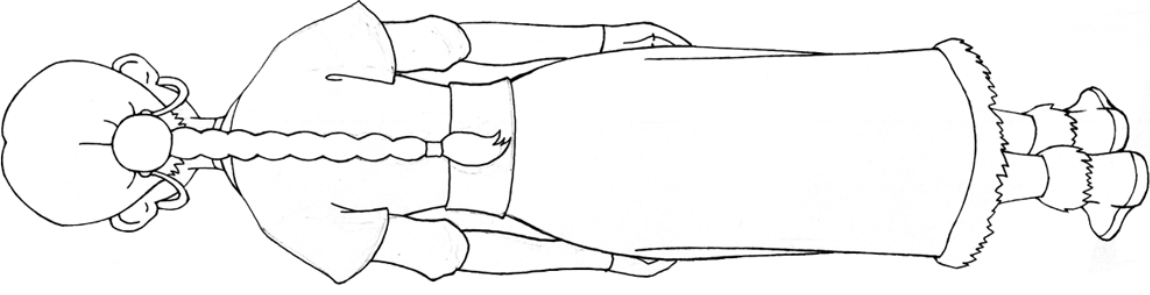
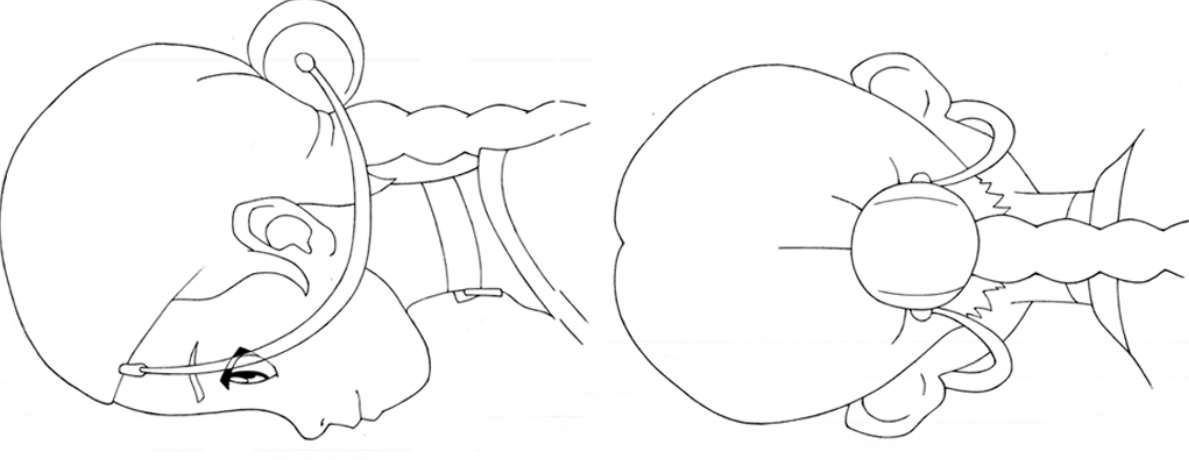
PRINCE ZUKO CONSTRUCTION REFERENCE



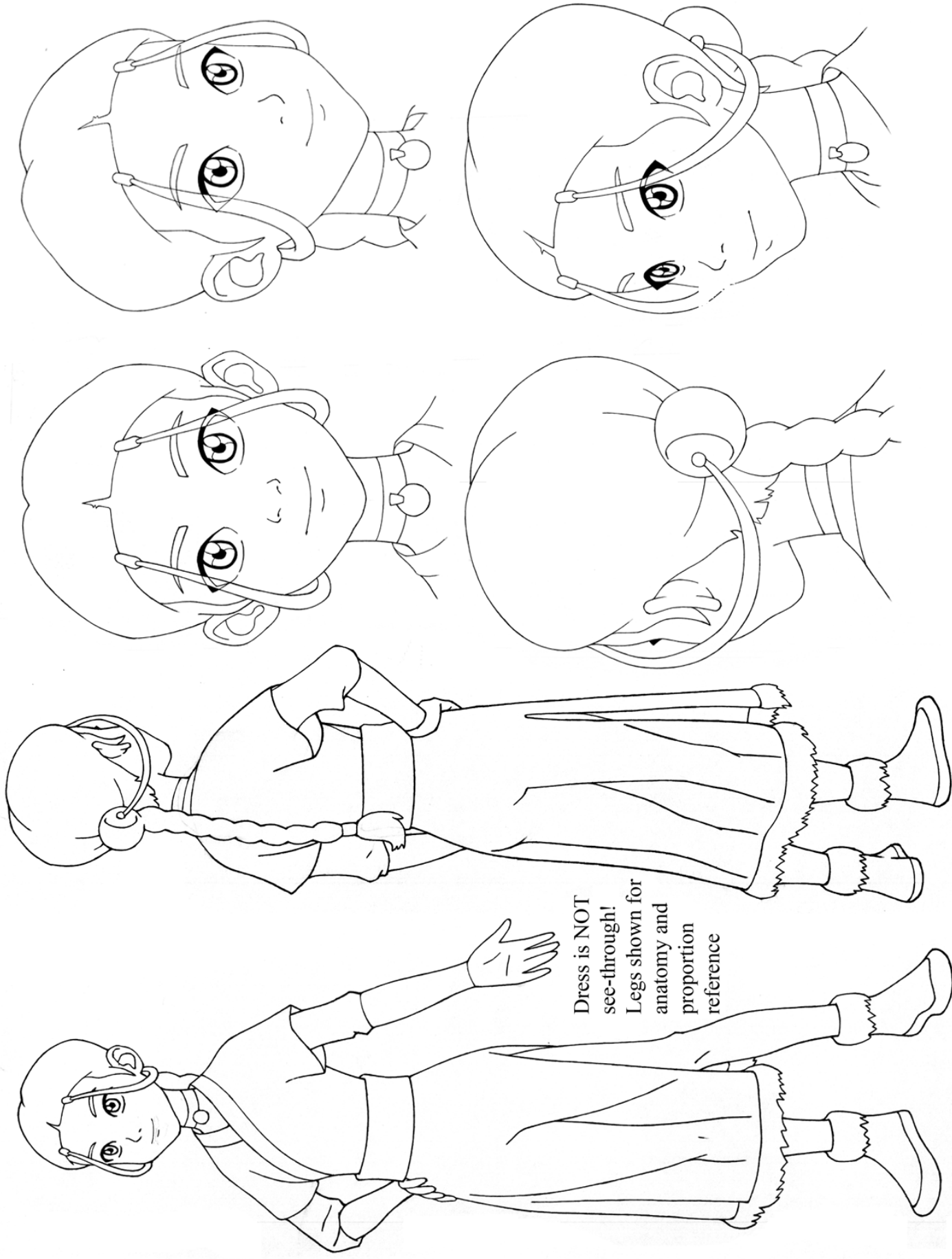






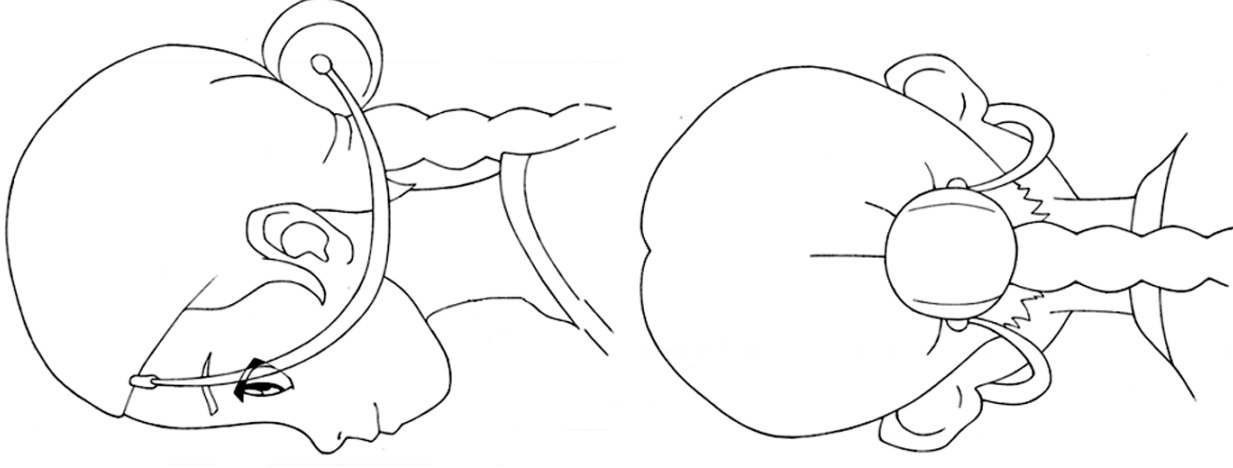
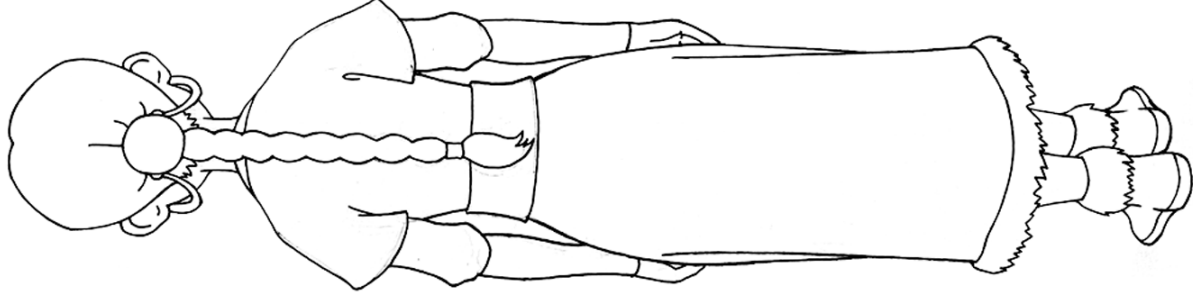
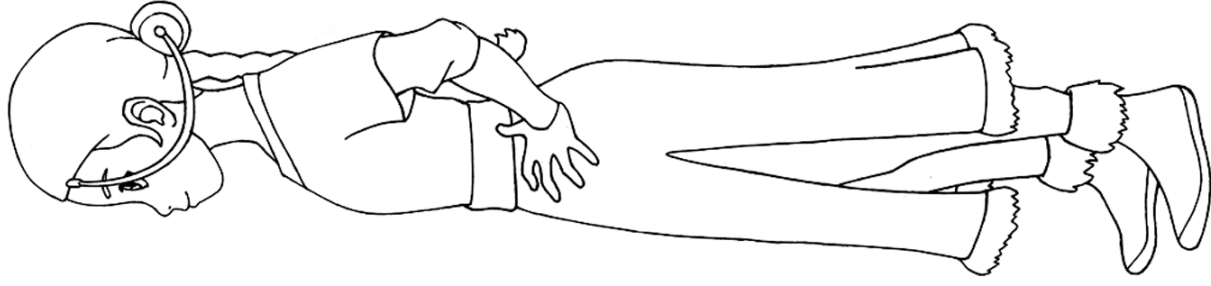
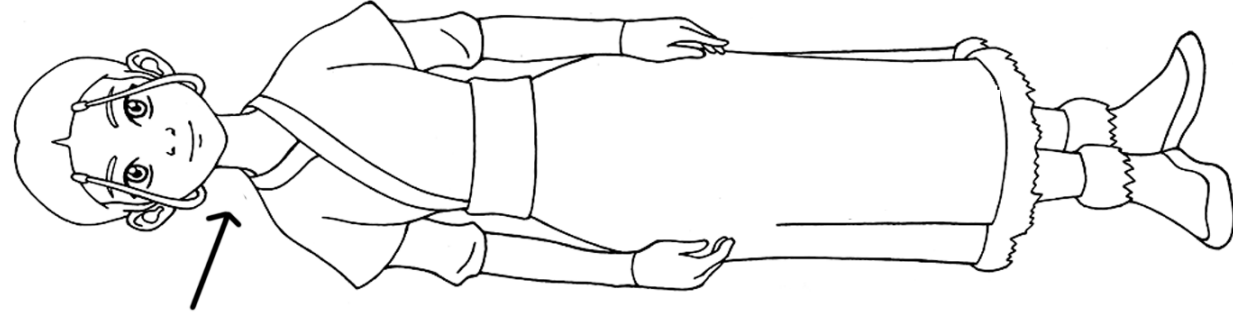


Dress is NOT
see-through!
Legs shown for
anatomy and
proportion
reference

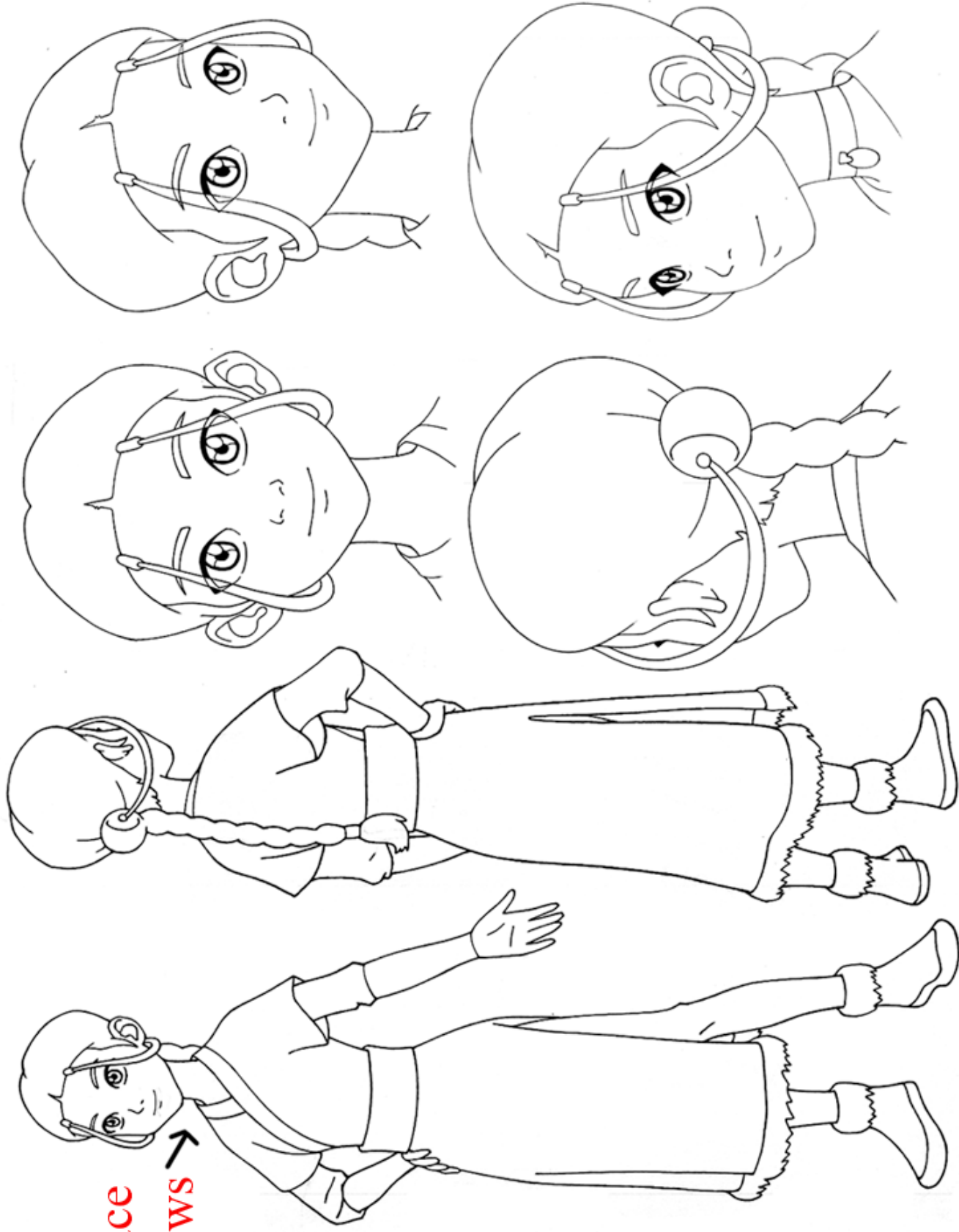


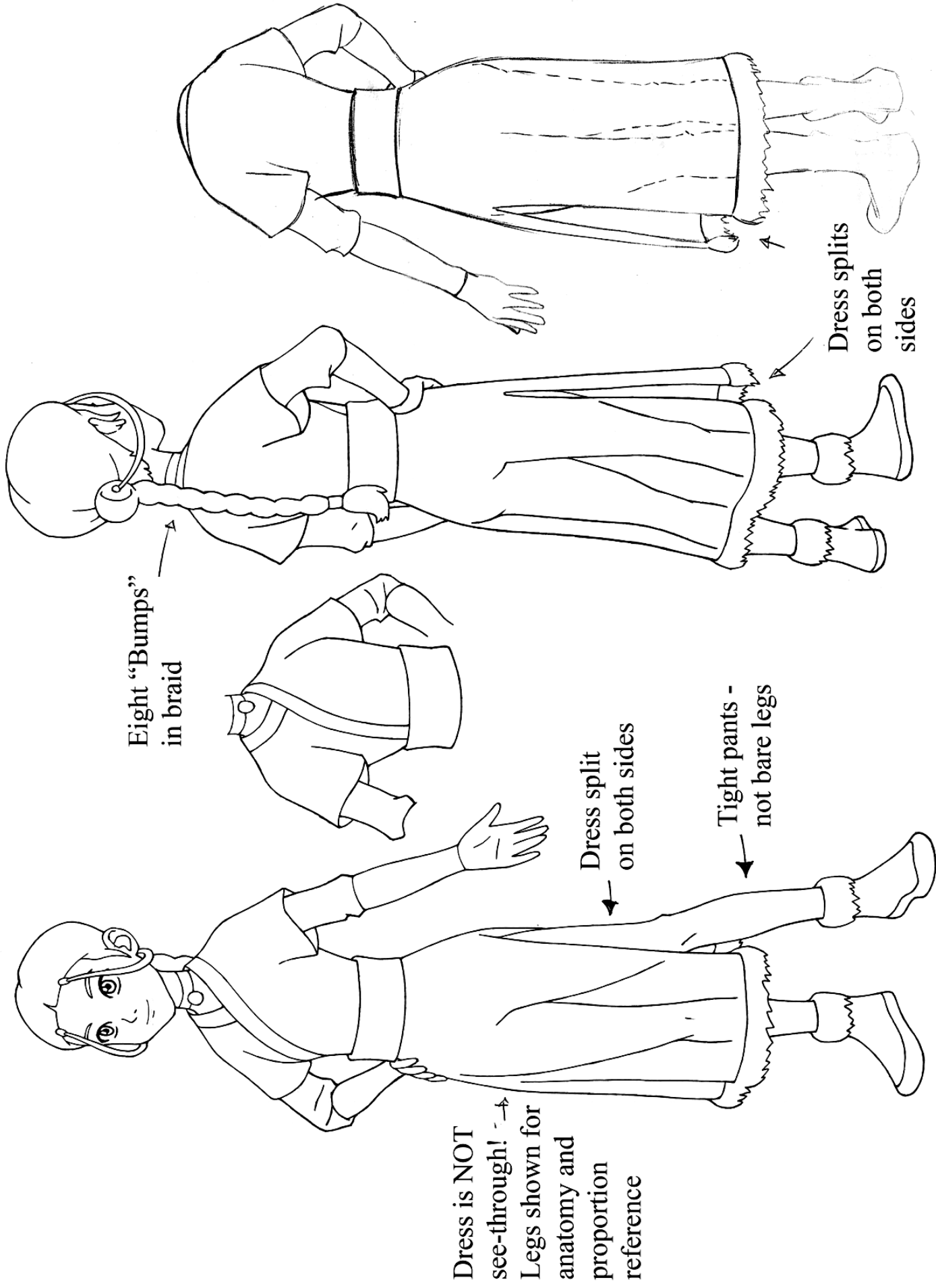
Dress is NOT
 see-through!
 Legs shown for
 anatomy and
 proportion
 reference

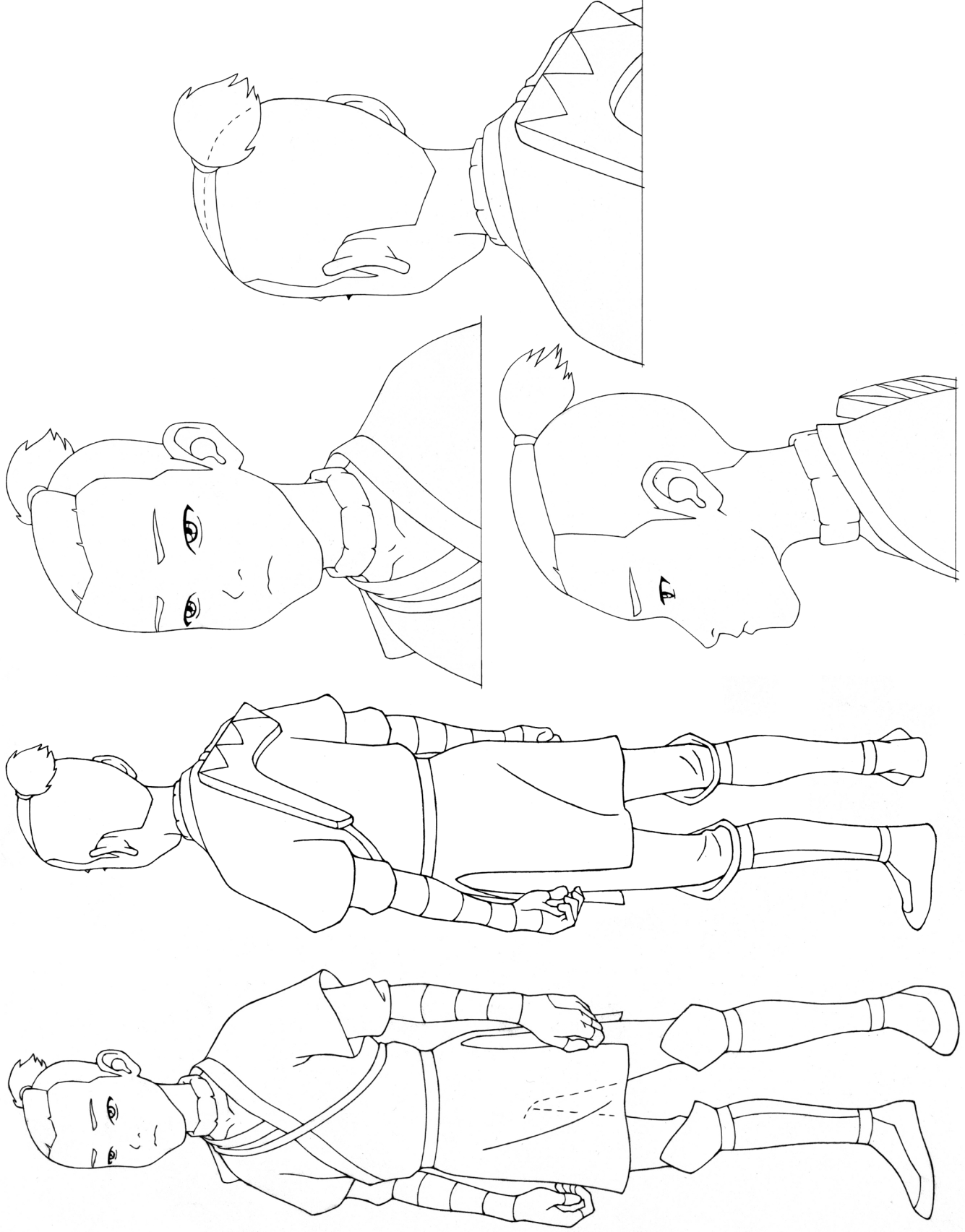
No
Necklace
for shows
#107,
#108,
#109

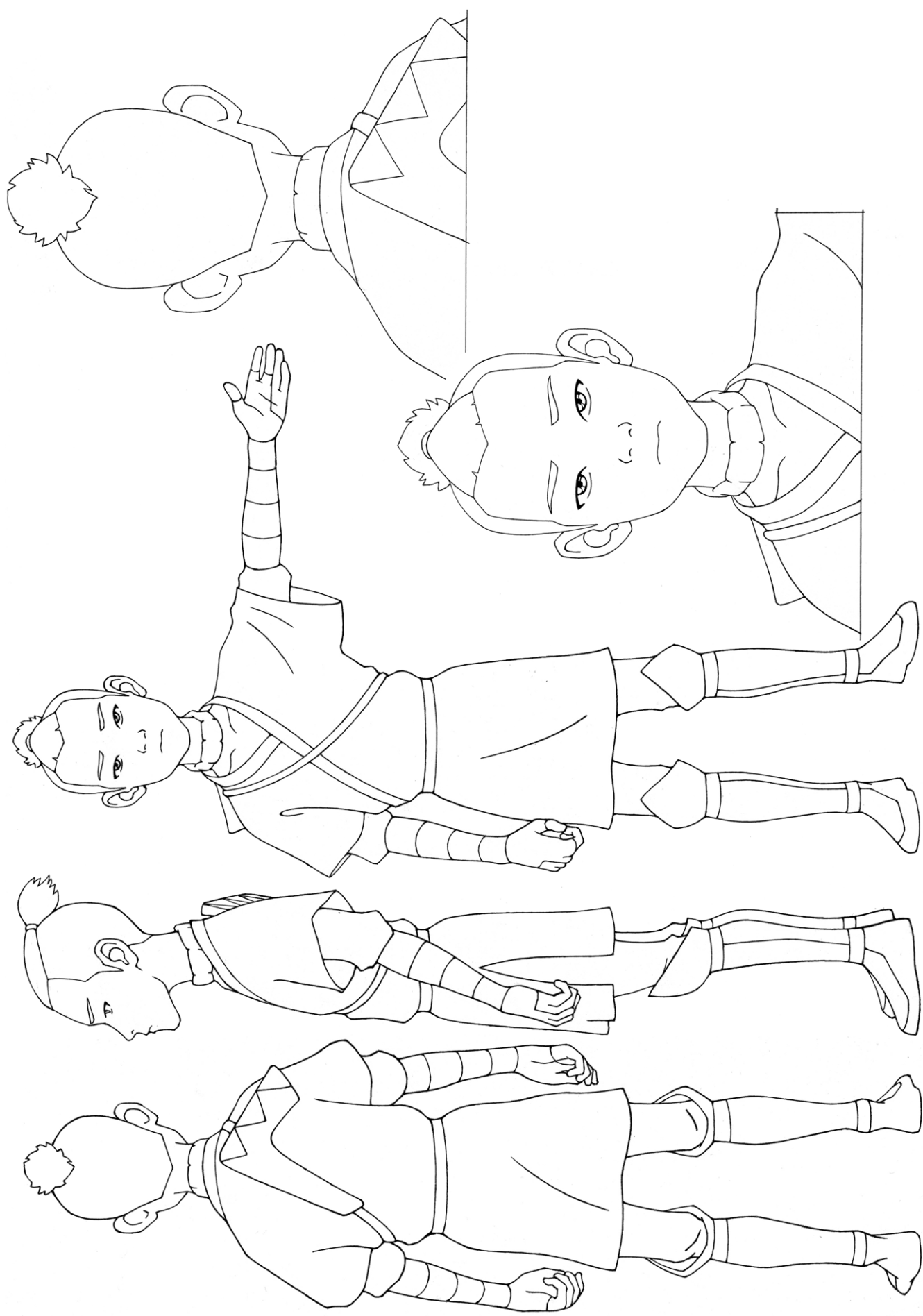


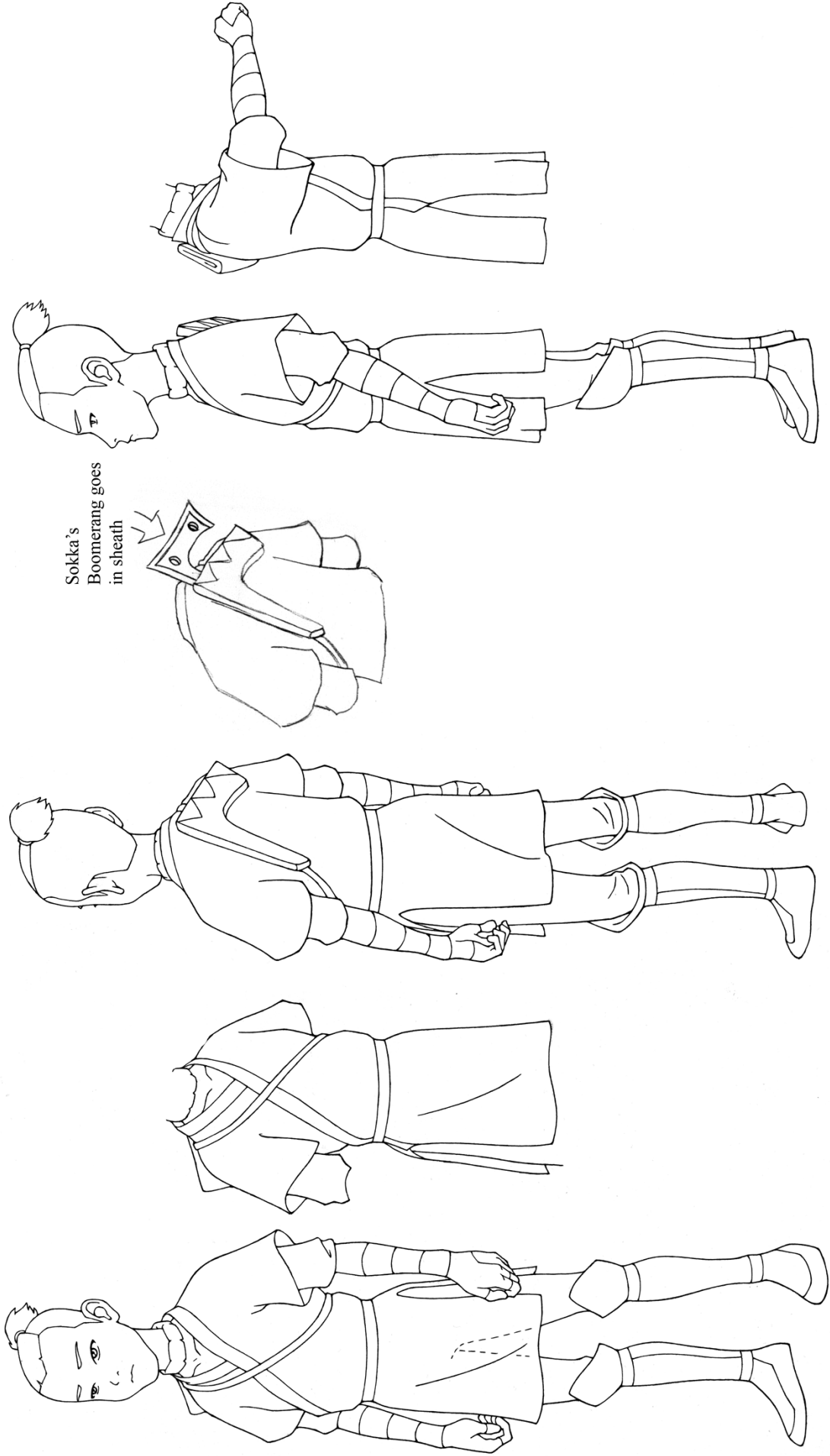
No
Necklace
for shows
#107,
#108,
#109

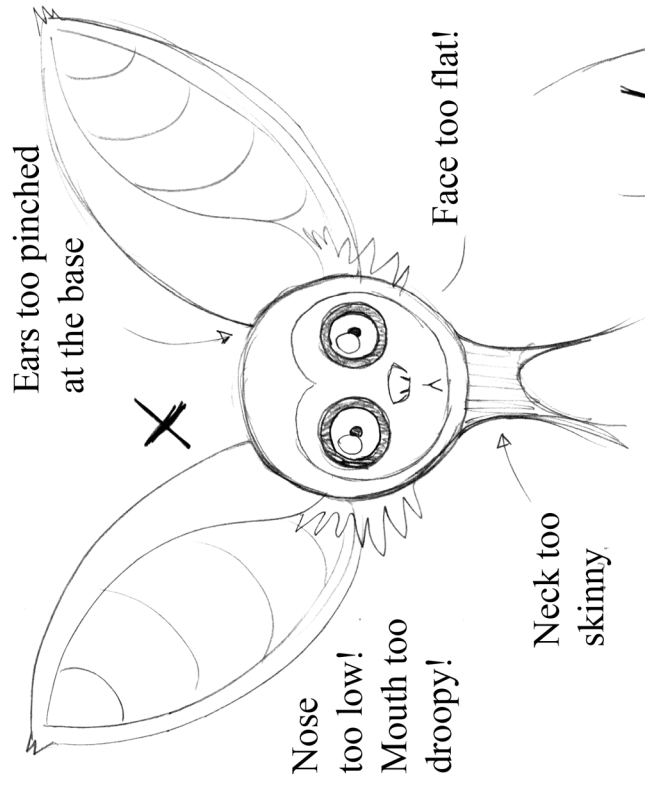




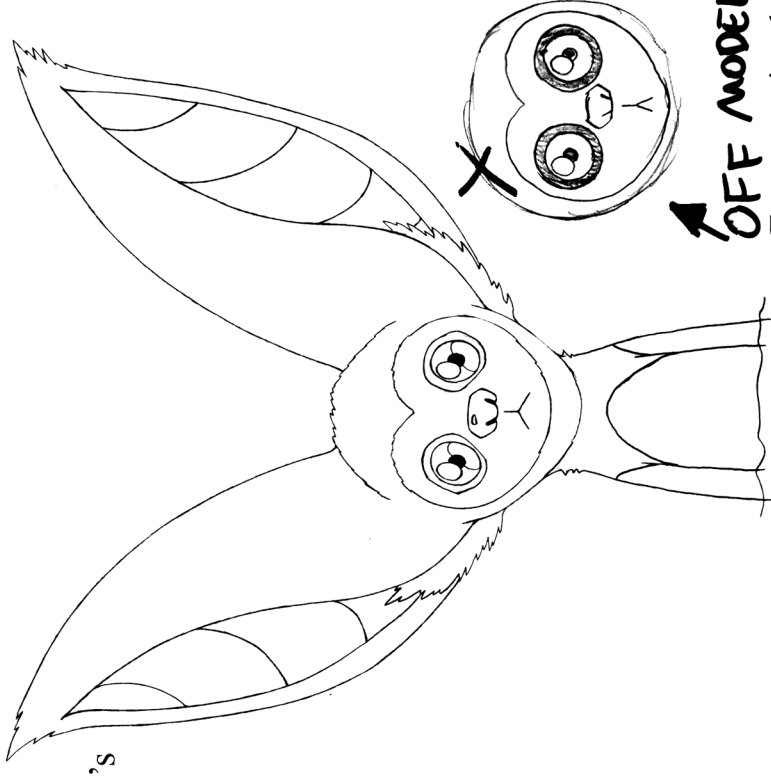
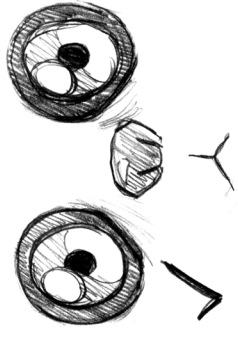




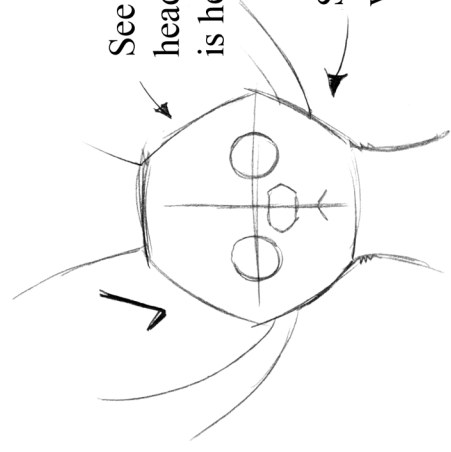




The rings around Momo's eyes will describe the contour of his face



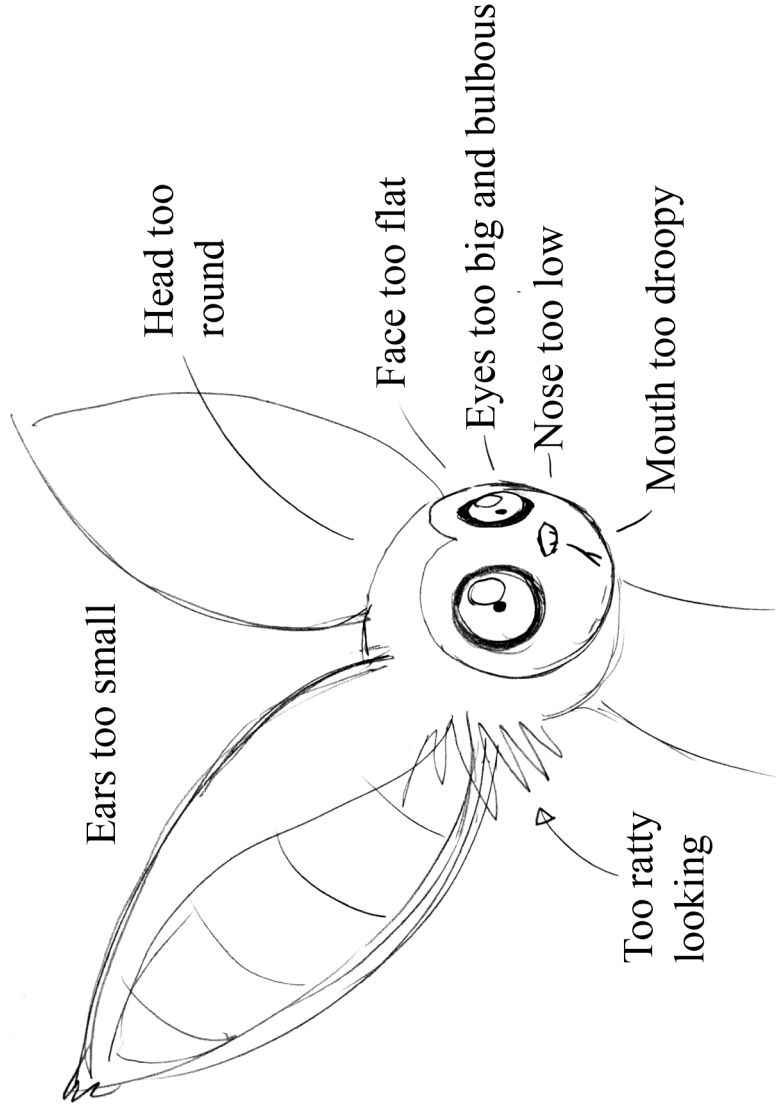
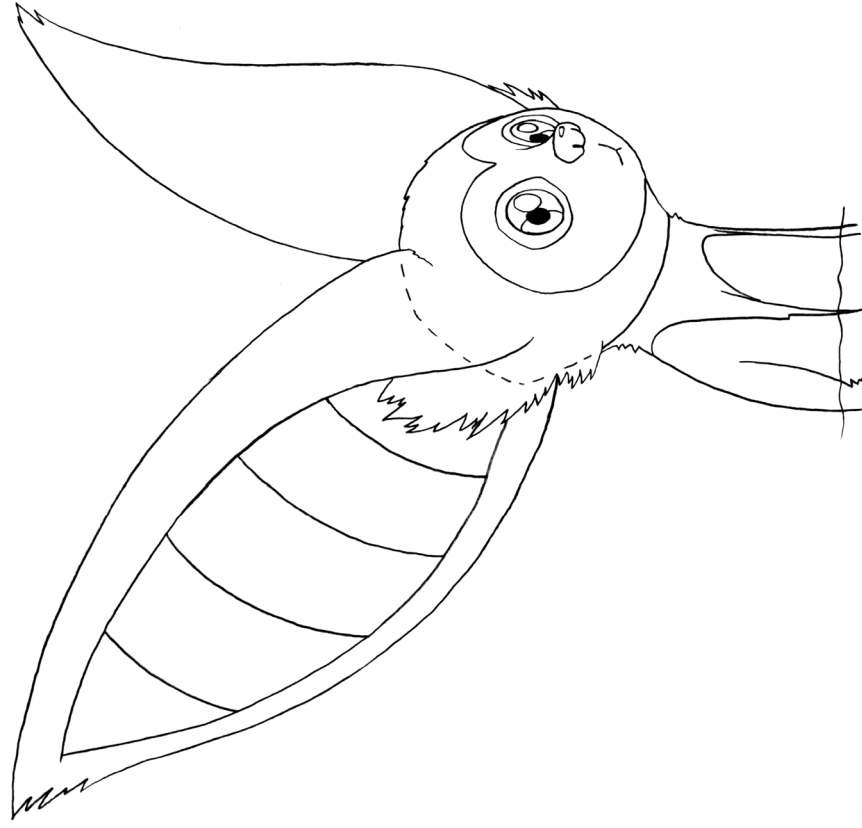
See how head shape is hexagonal



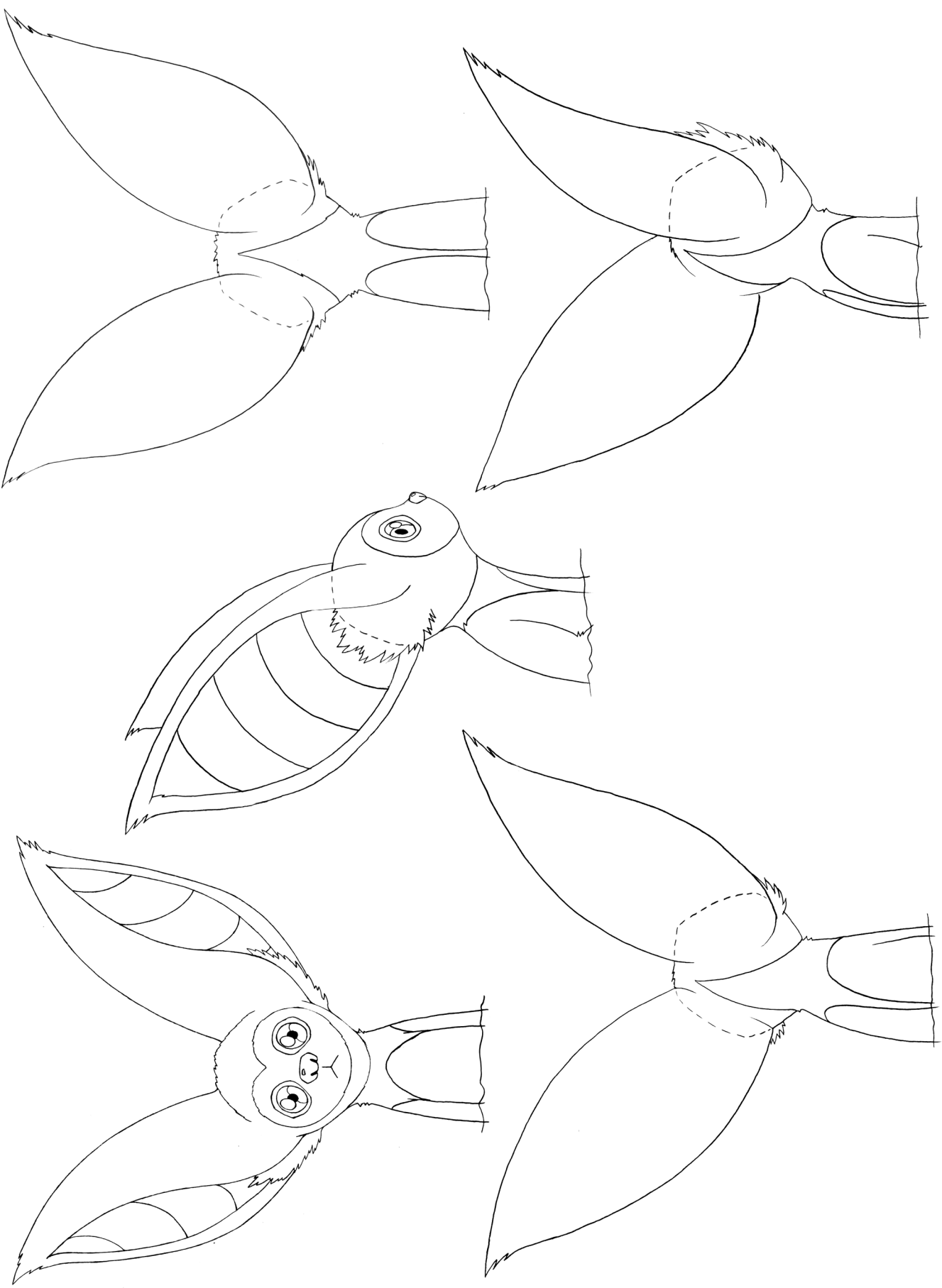
See, Momo's eyes aren't very large at all

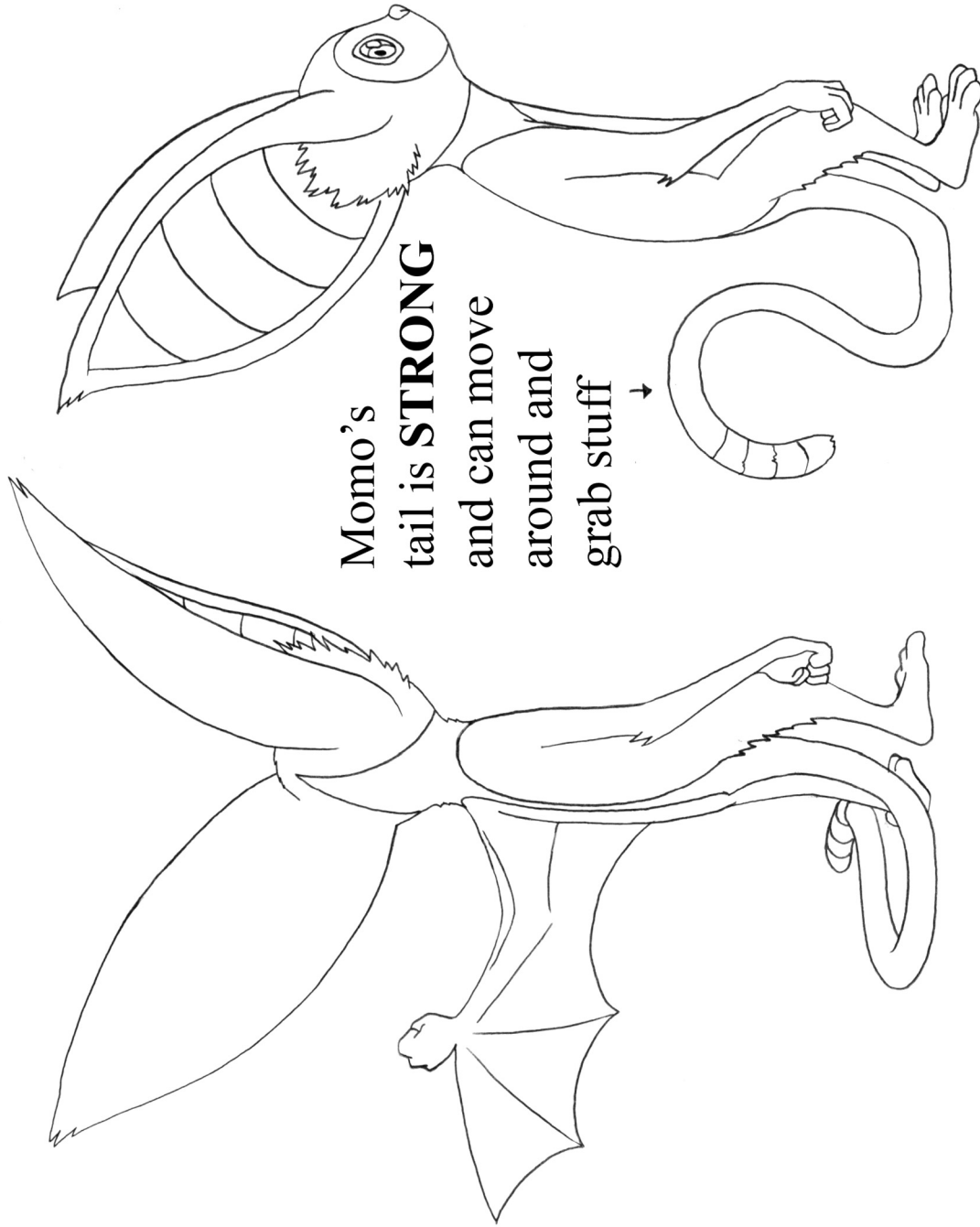
OFF MODEL!

- Eyes too circular!
- Not enough forehead!
- Head too round
- Mouth too droopy



OFF MODEL

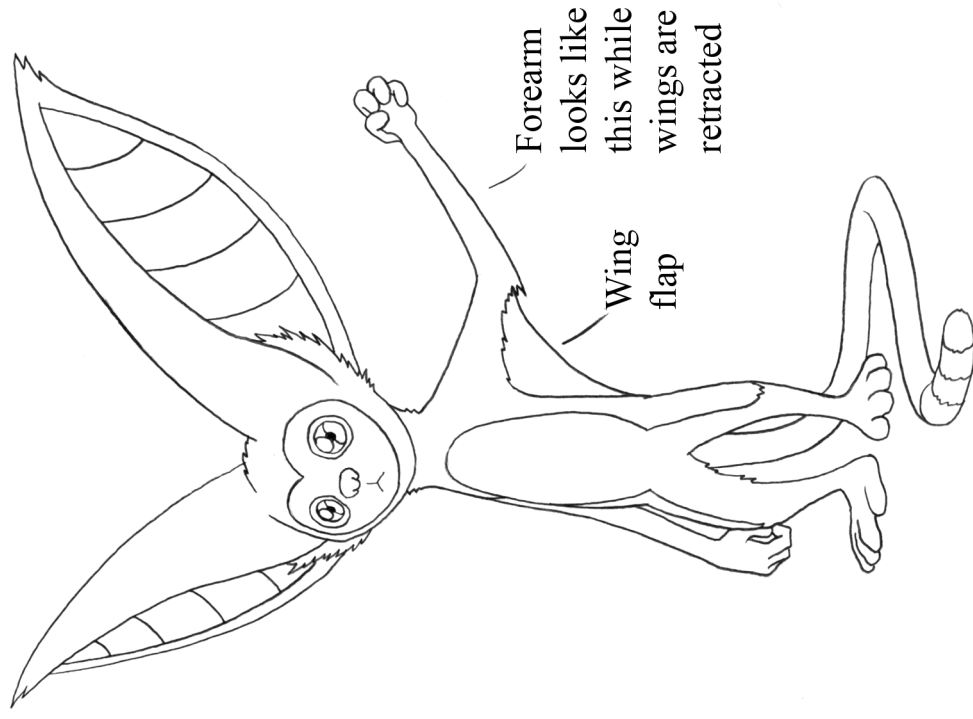




Momo's
tail is **STRONG**
and can move
around and
grab stuff →



Don't forget
wing flap!

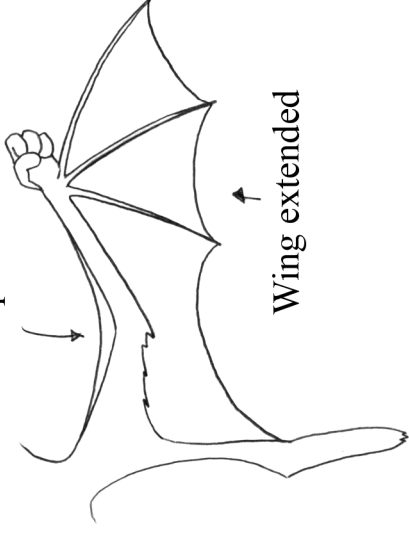


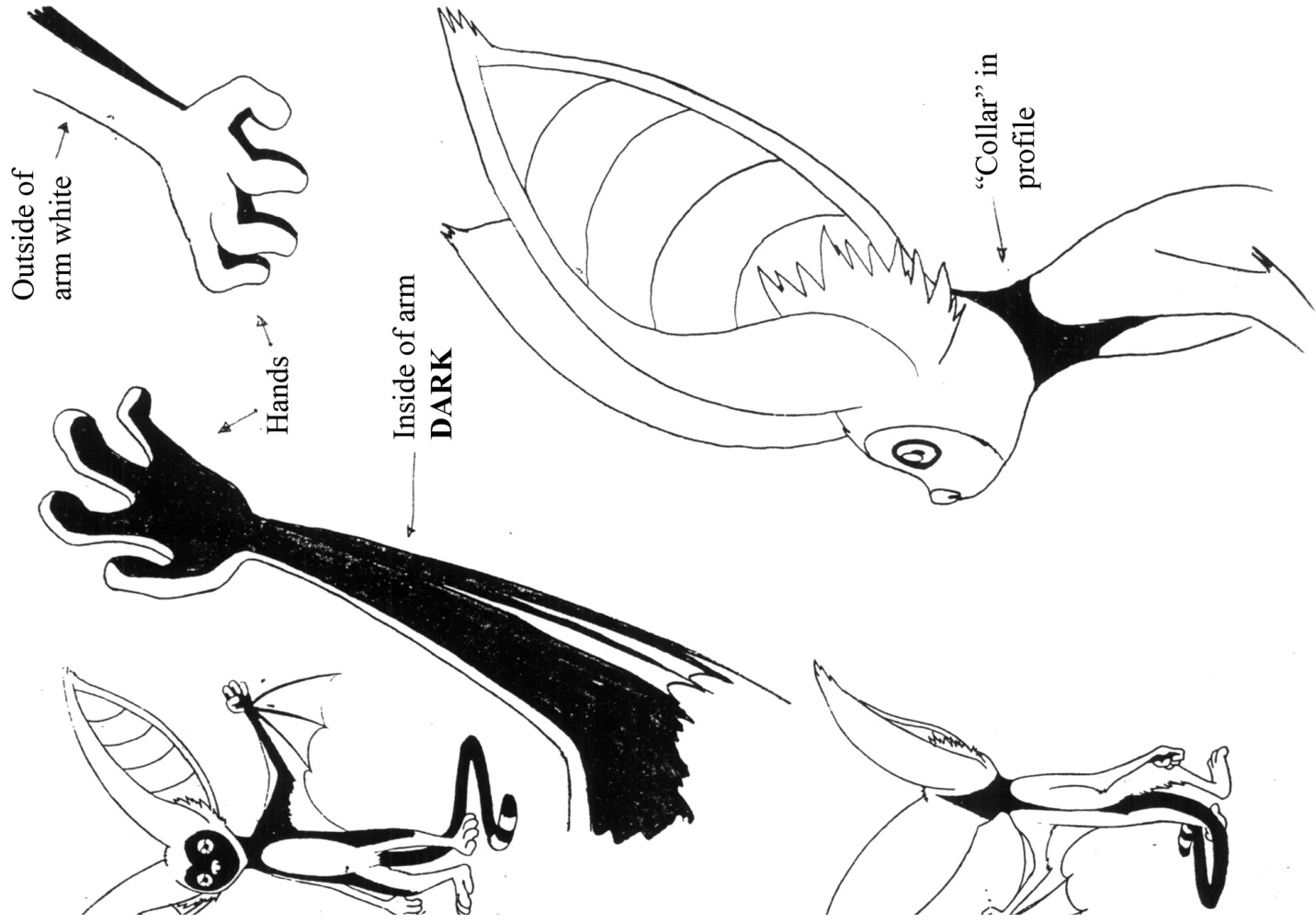
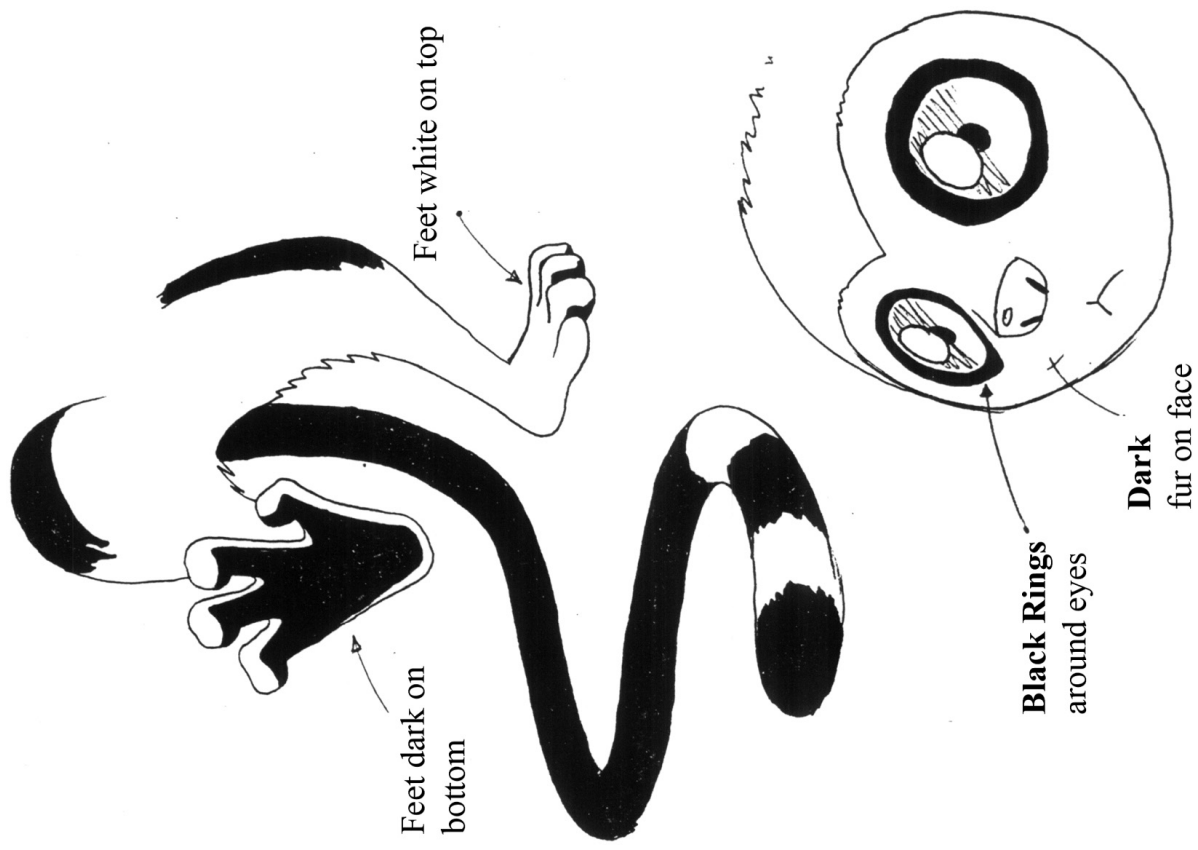
Forearm
looks like
this while
wings are
retracted

Wing
flap

Don't forget
this little
flap

Wing extended

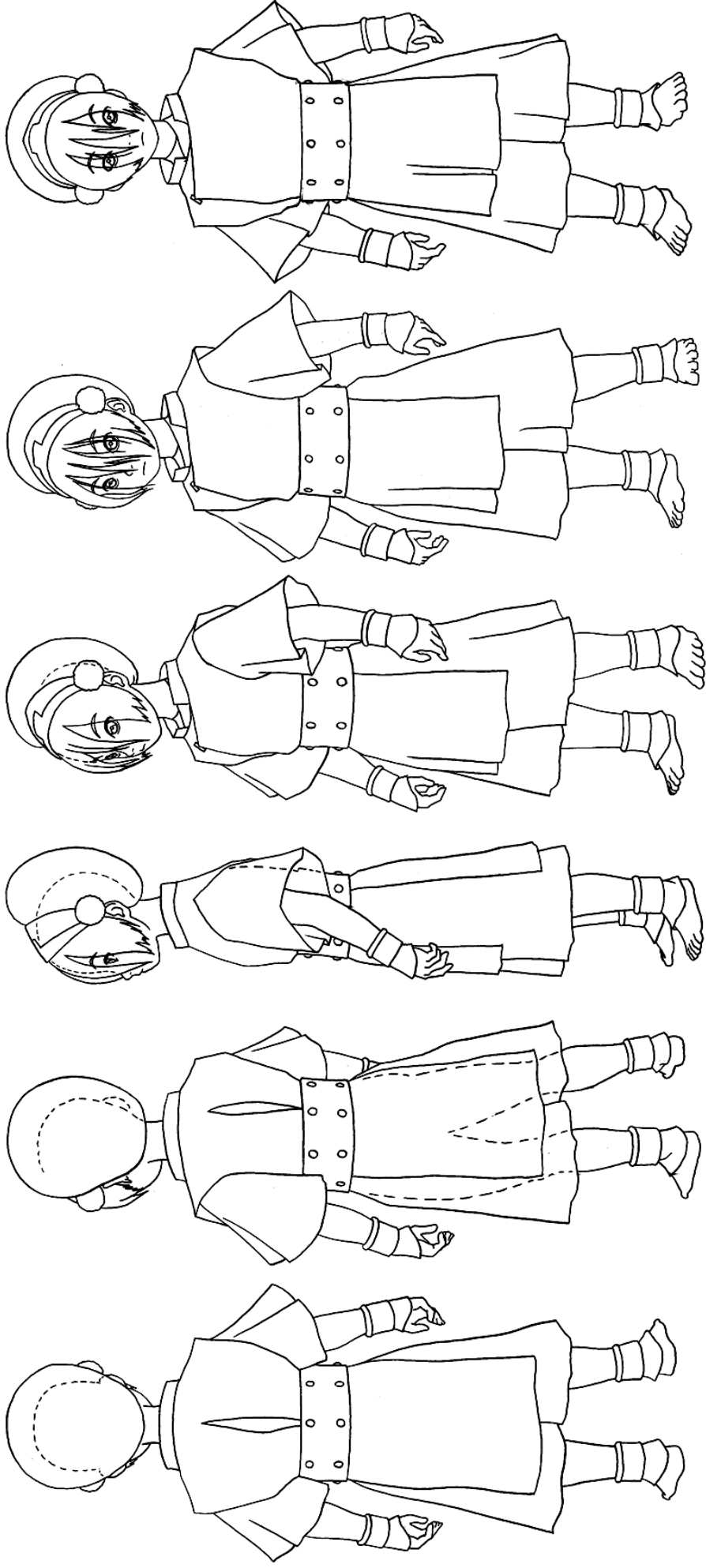






MOMO CONSTRUCTION REFERENCE





Toph's Eye Guide/Rules:

– Toph's **EYES ARE BLIND**, but she "sees" with Earthbending (sort of like sonar)

– Generally, Toph **DOES NOT BLINK**

– There are **NO HIGHLIGHTS** on Toph's eyes

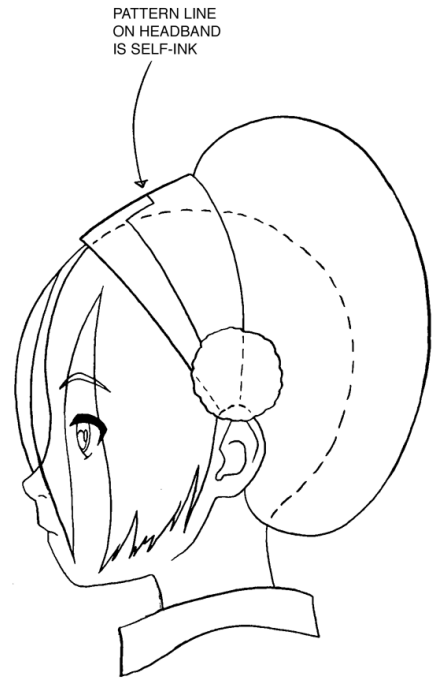
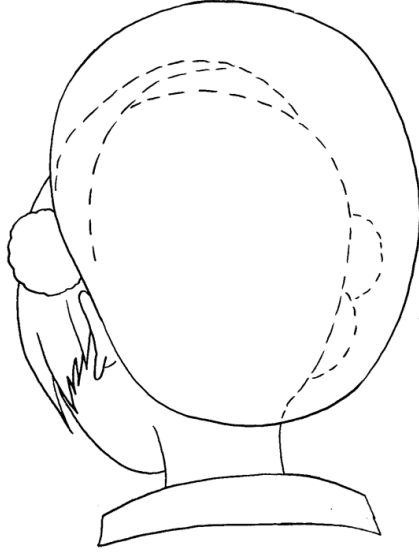
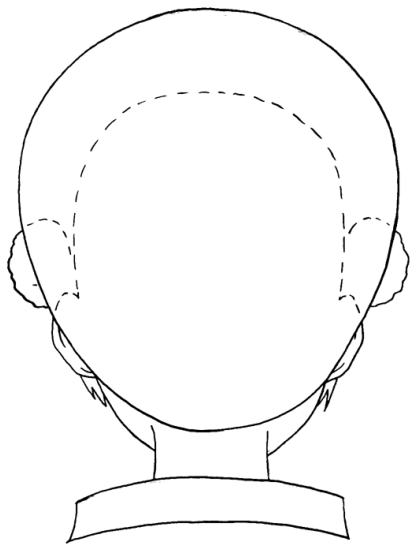


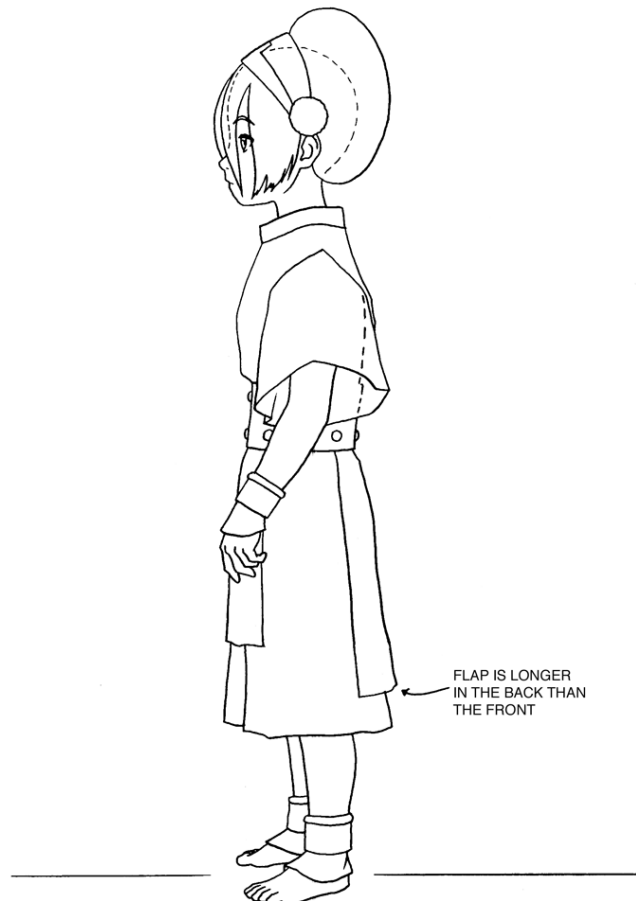
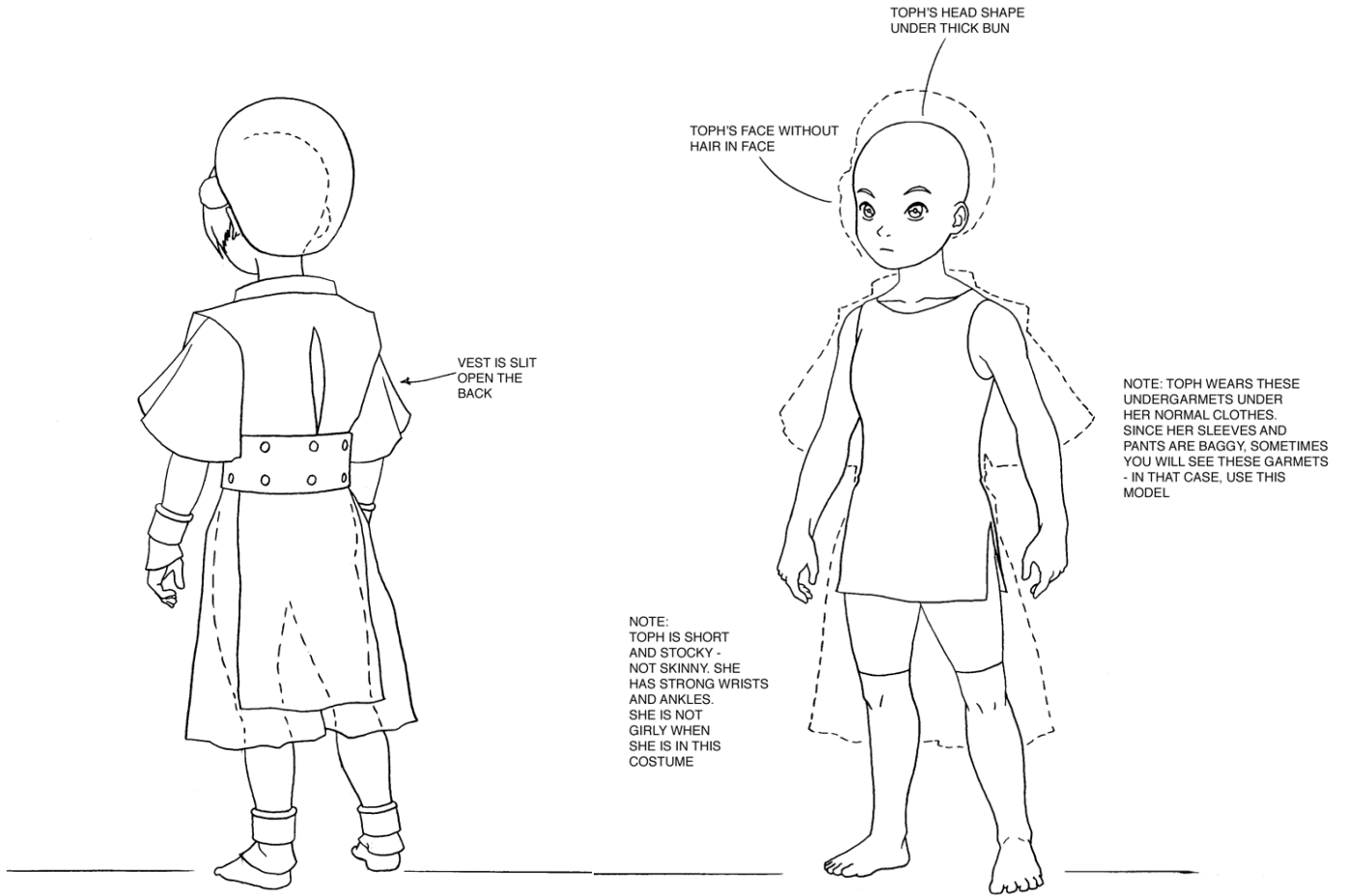
– The lines on Toph's **IRISES** and **PUPILS** are **FEATHERED** (like Zuko's scar)

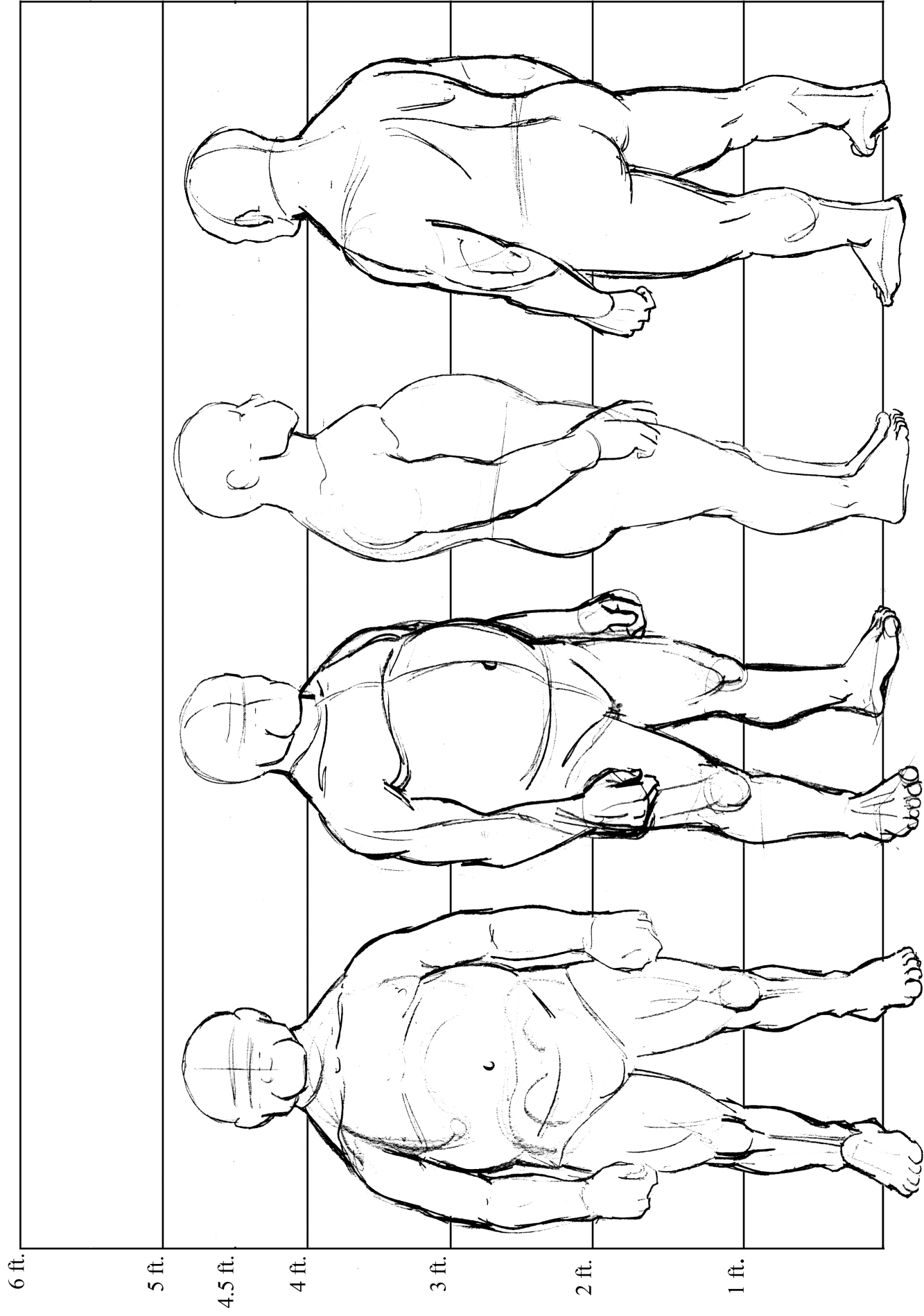
– Toph's **PUPILS ARE NOT BLACK** (see color model)

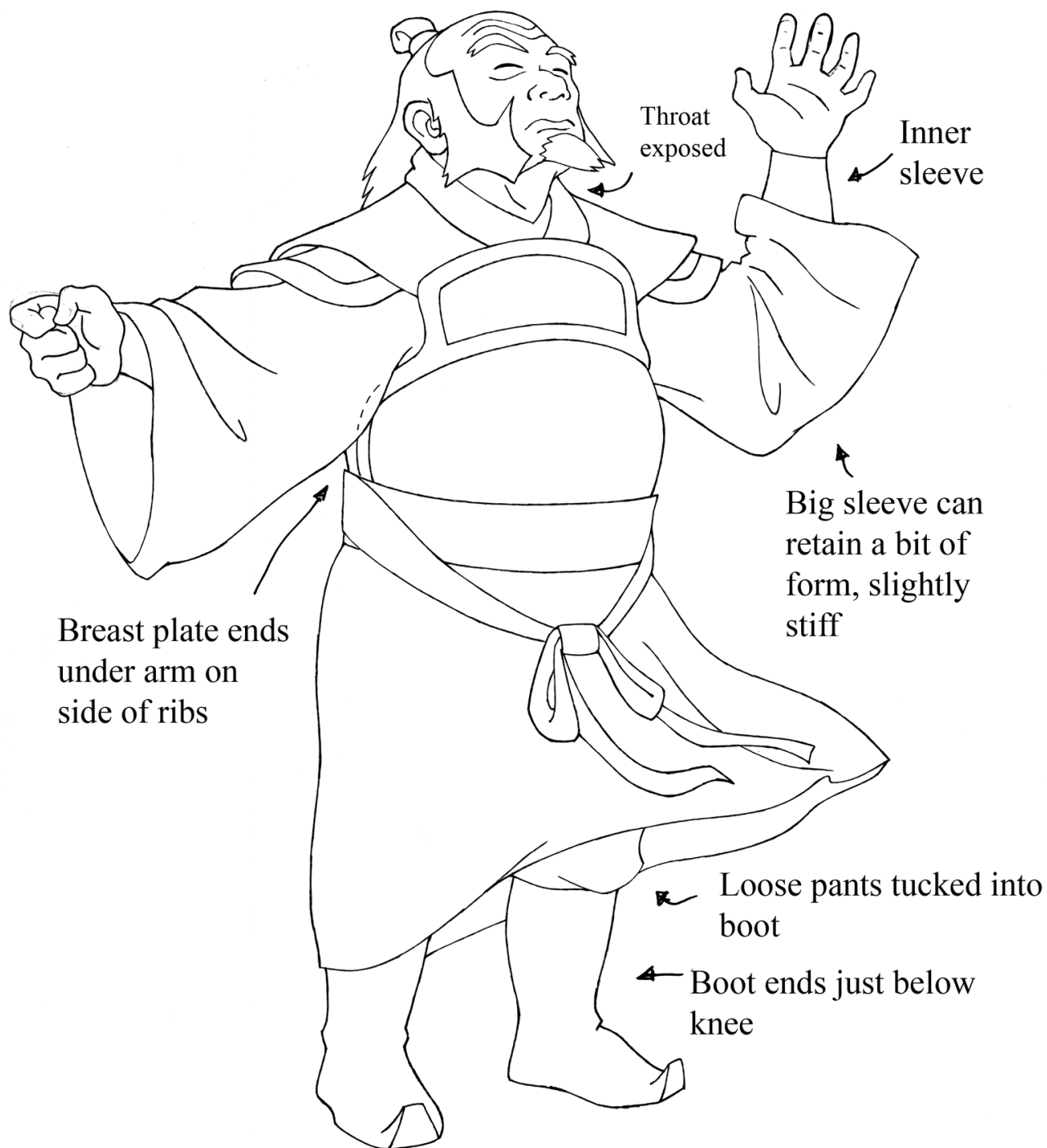
– Toph's eyes can show expressions, but they **NEVER MOVE AROUND IN THEIR SOCKETS** – her gaze **ALWAYS** stays fixed in a forward position (no matter what her emotion is)

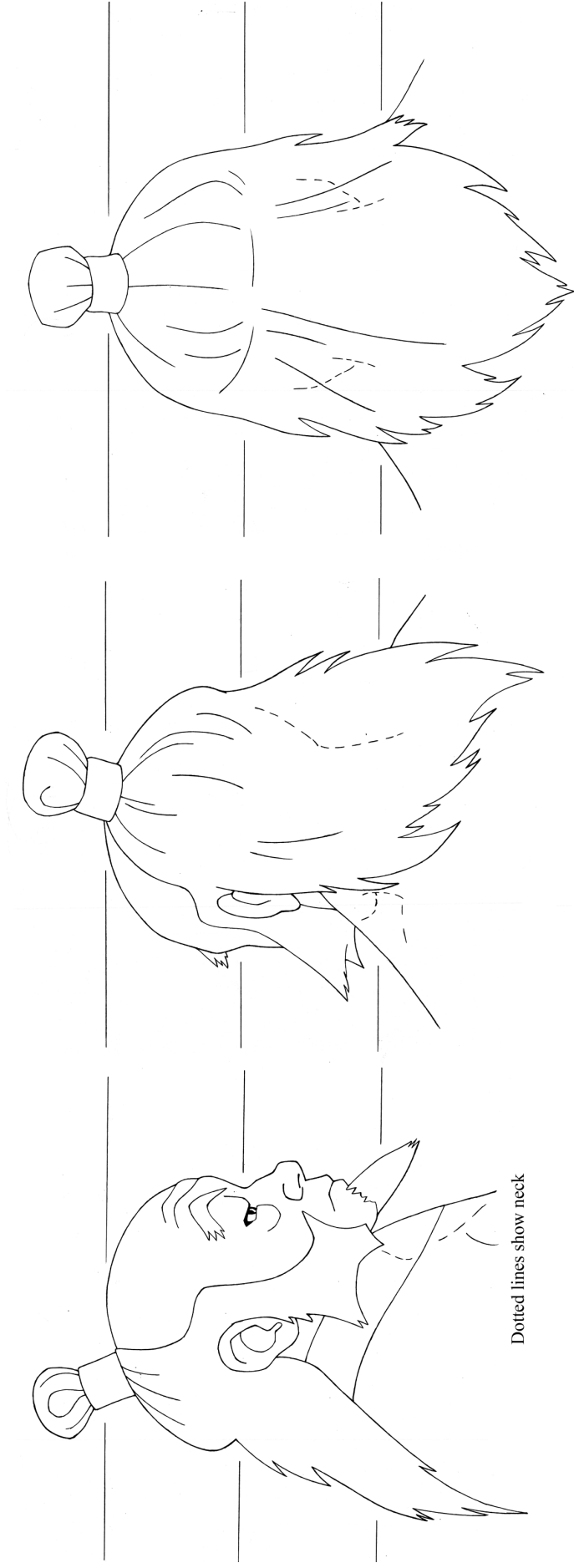




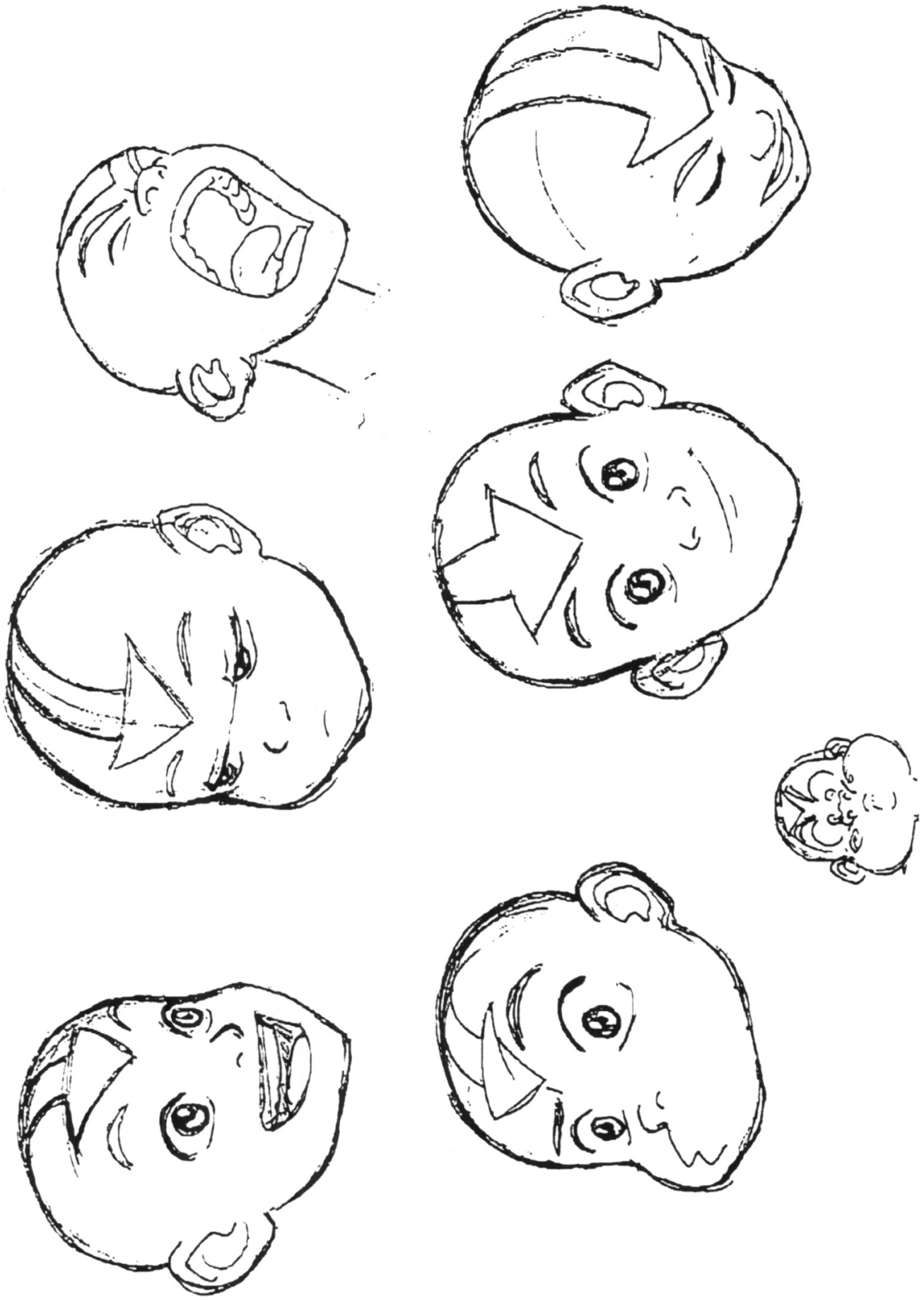


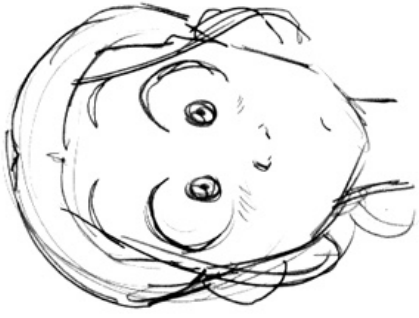






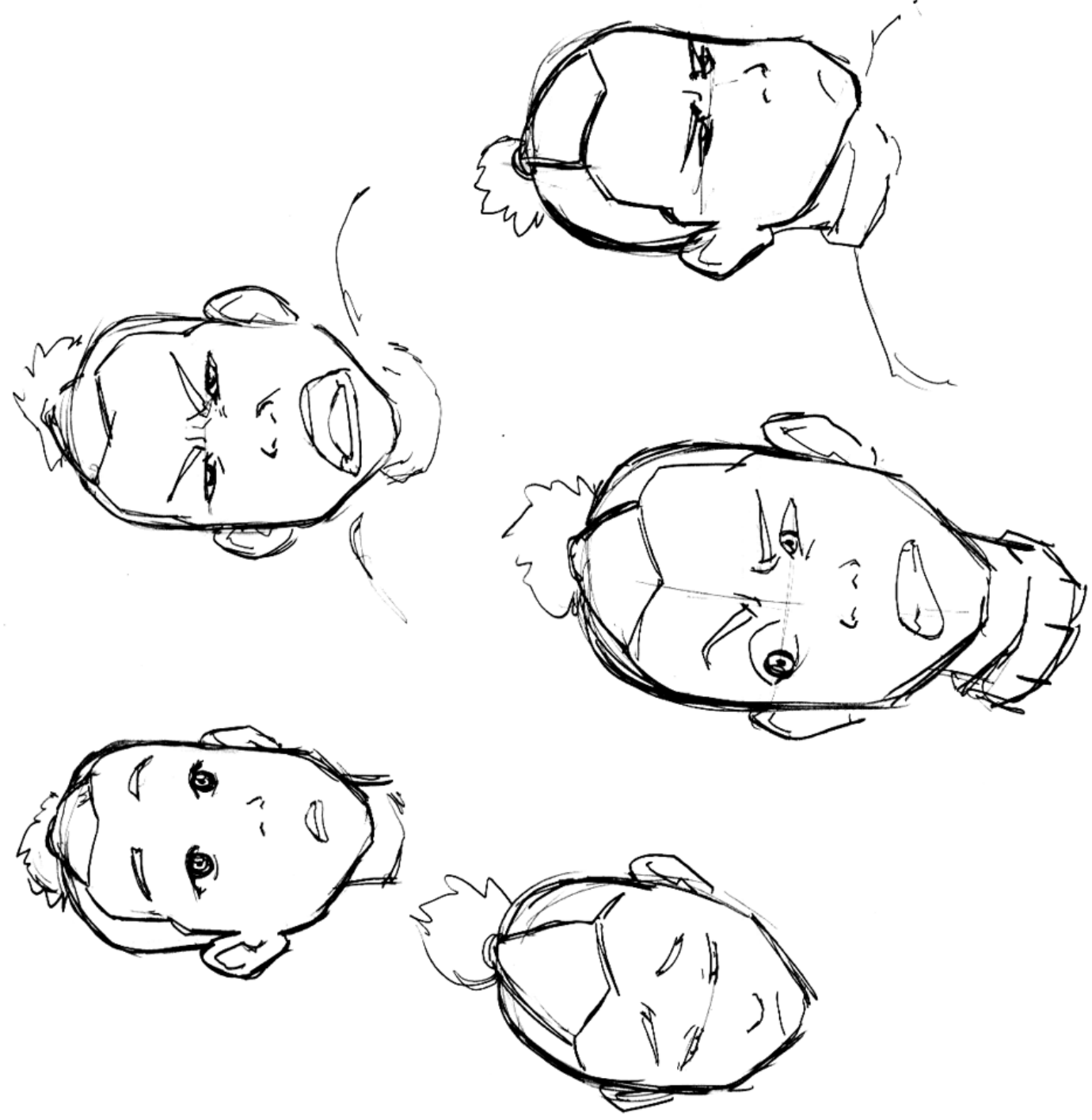
Dotted lines show neck













AVATAR

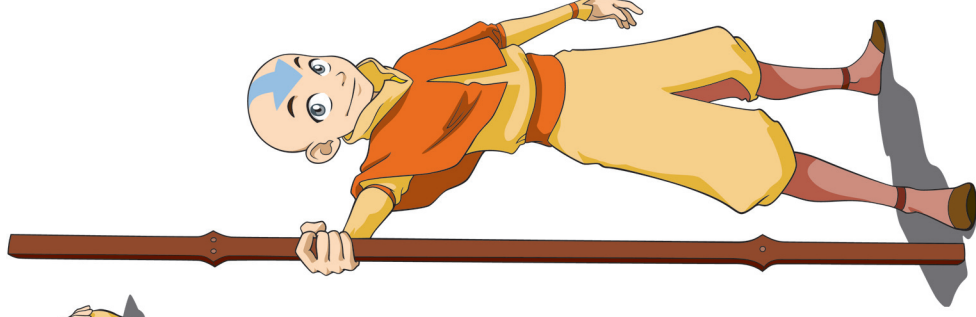
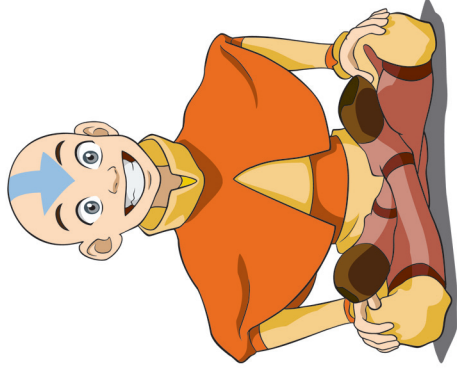
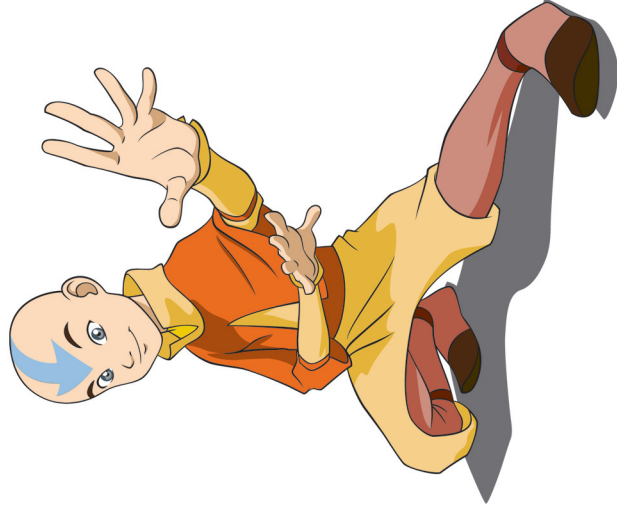
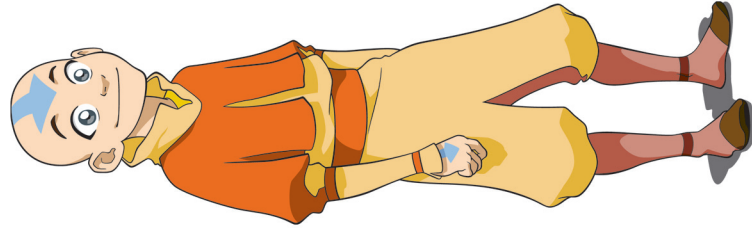
PUBLISHING INK STYLE

- This style is a solid dead-weight holding line without any variation. Lines that do not connect all the way should taper to a point.
- The only line that has variation is the eye lid. Because both ends taper to a point, it appears to be thick to thin.

Please see sample on following page.

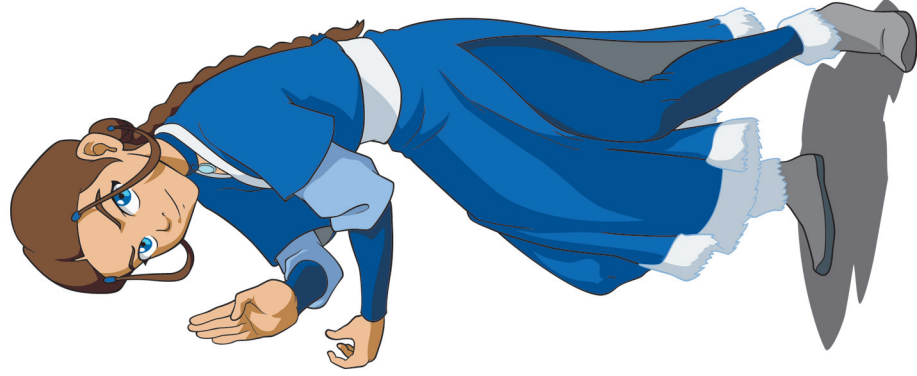
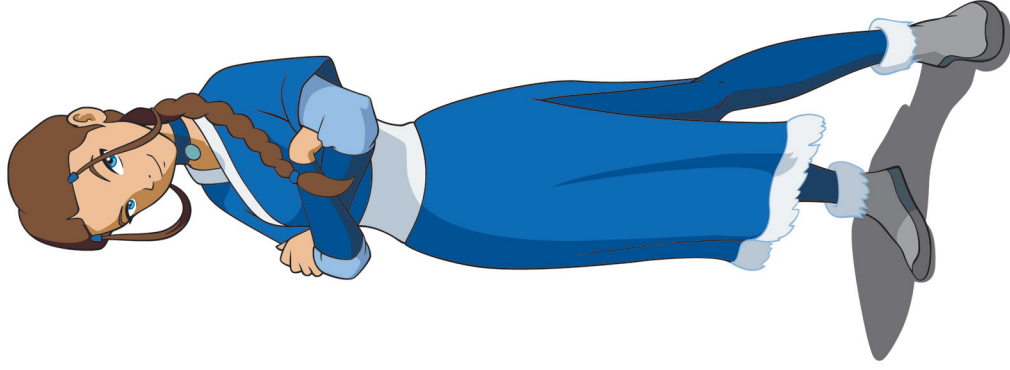


This is a sample
of a dead weight line
for publishing.

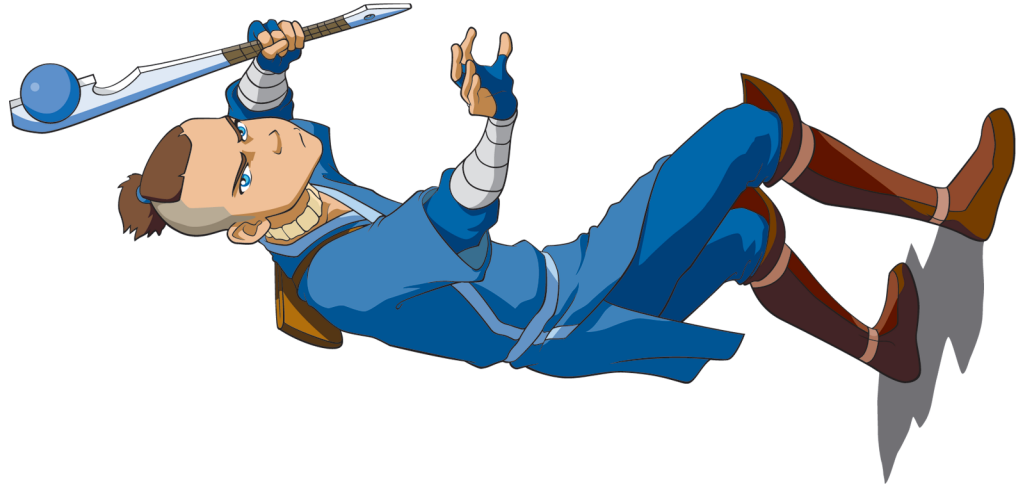
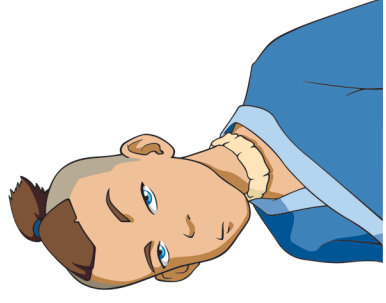


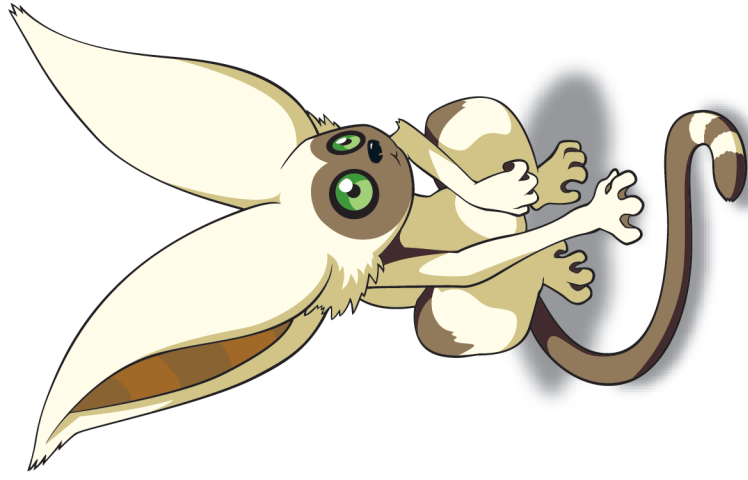


PRINCE ZUKO FULL COLOR REFERENCE

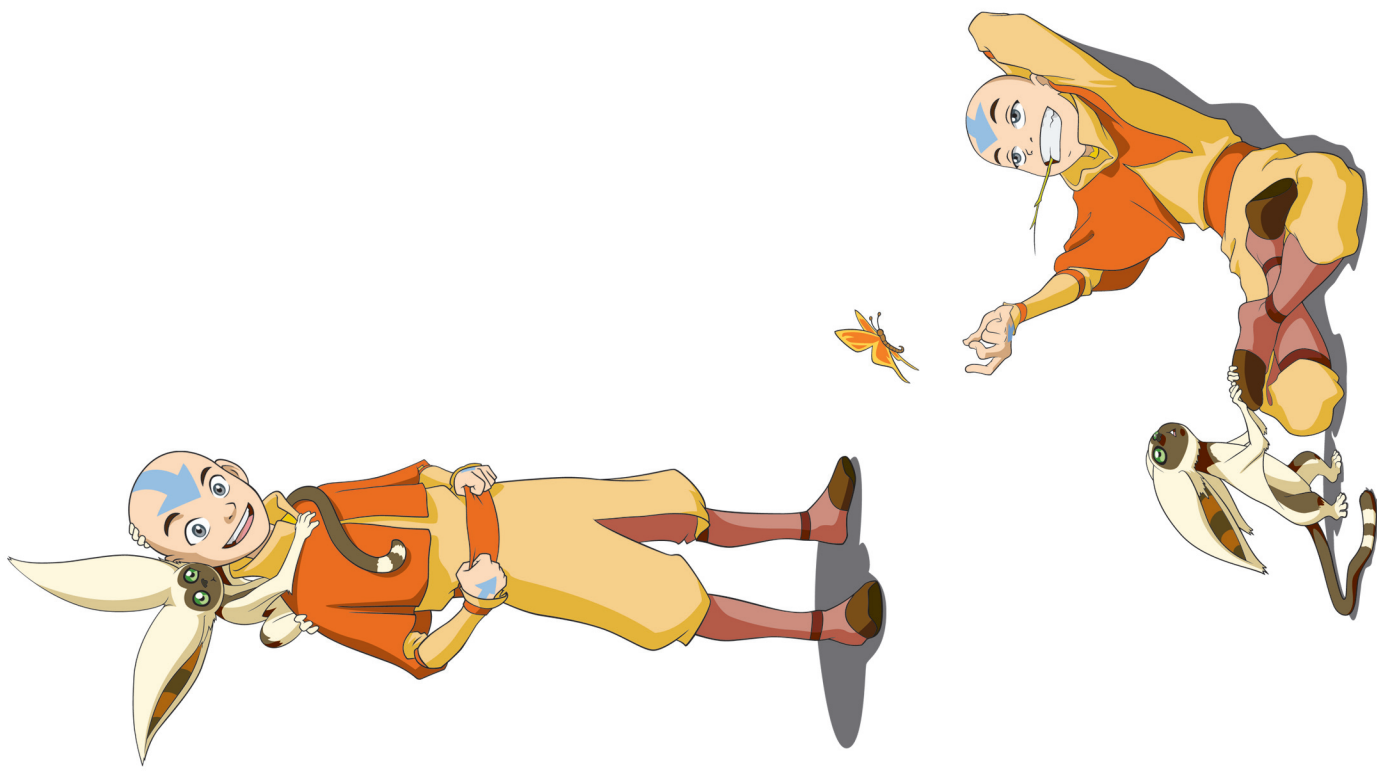


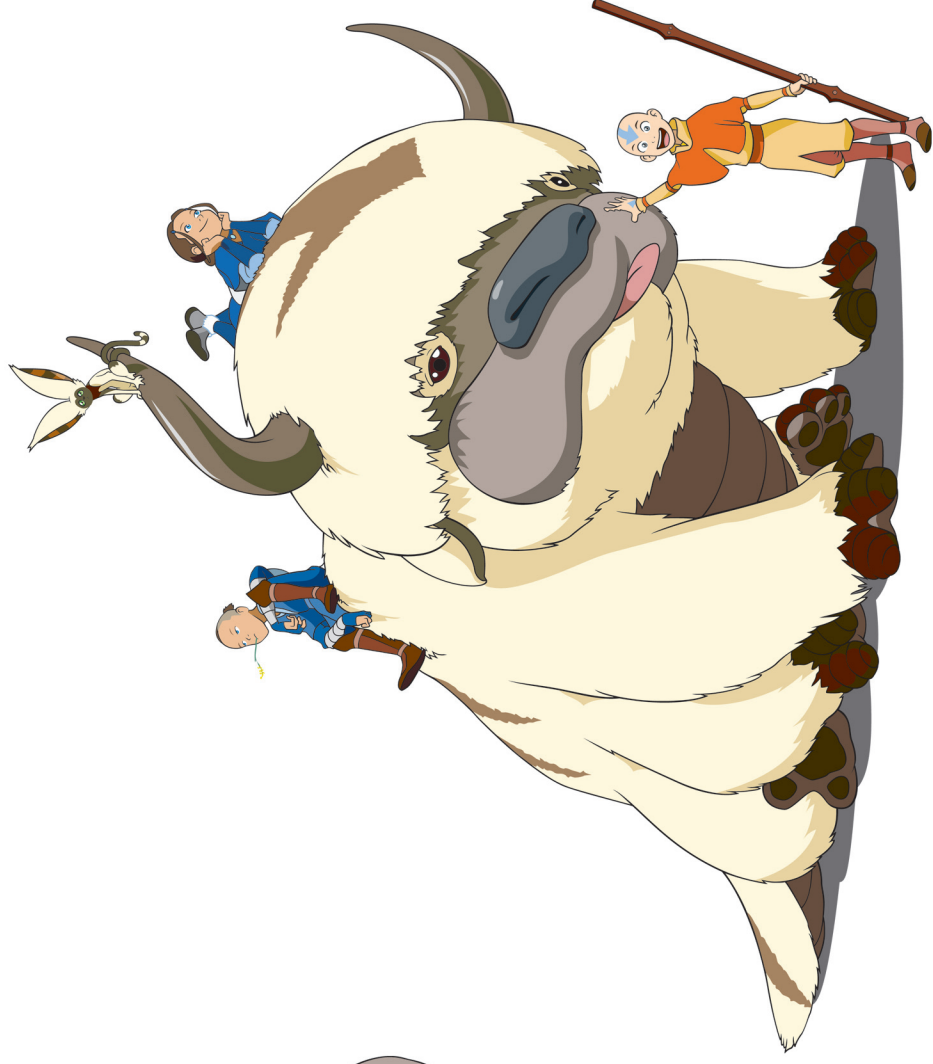
KATARA FULL COLOR REFERENCE



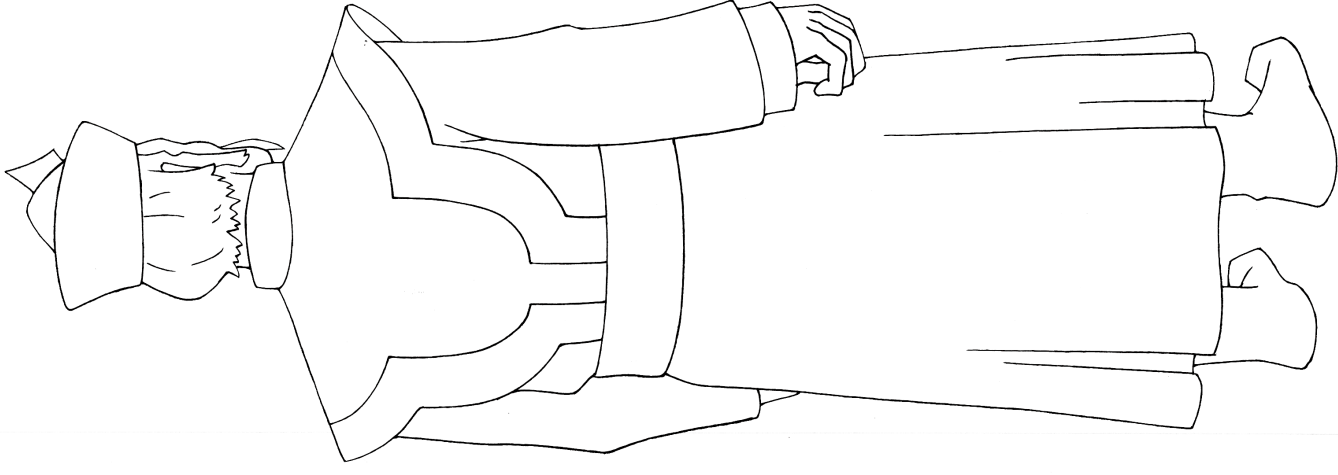
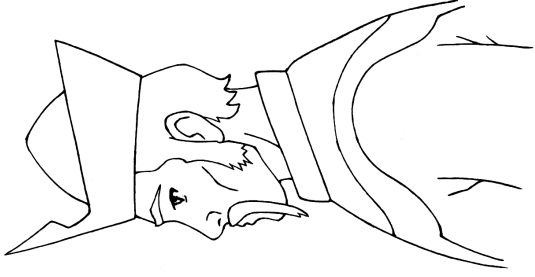
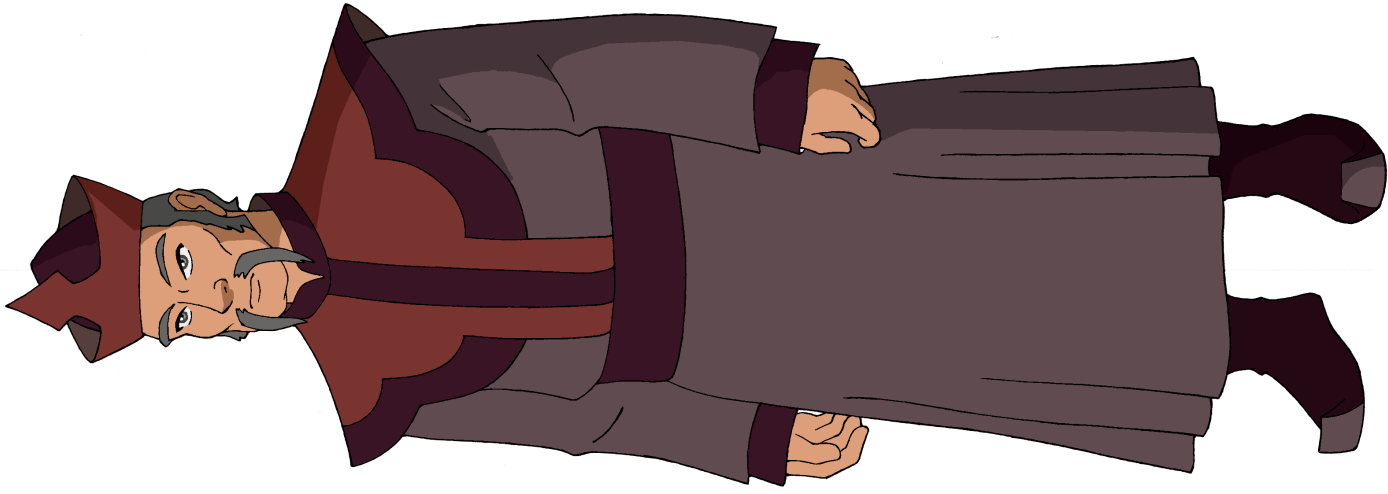


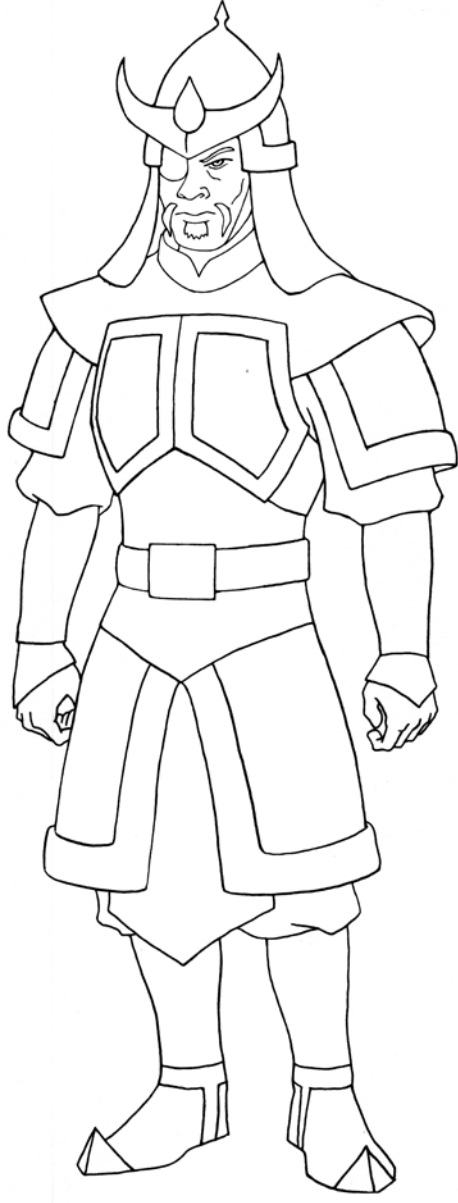


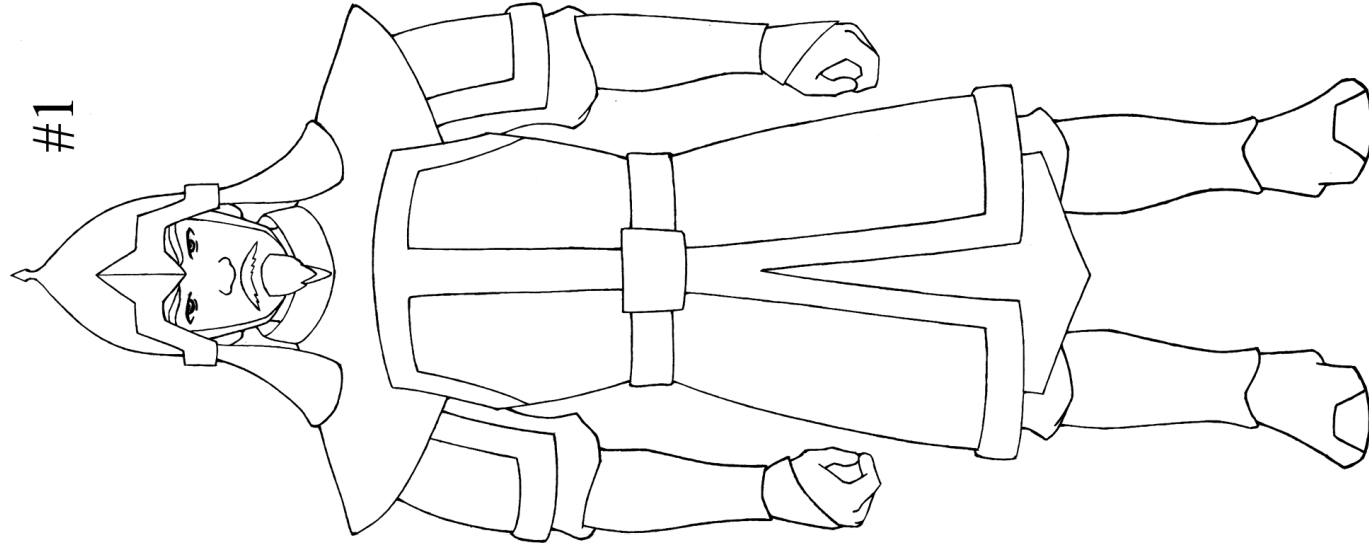




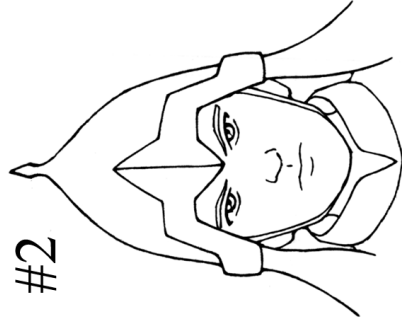
GROUP FULL COLOR REFERENCE



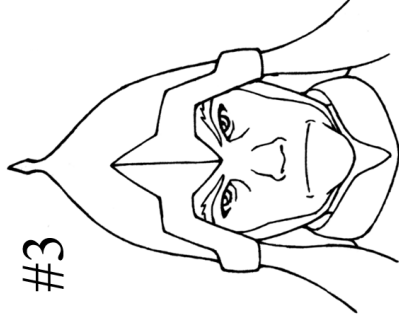




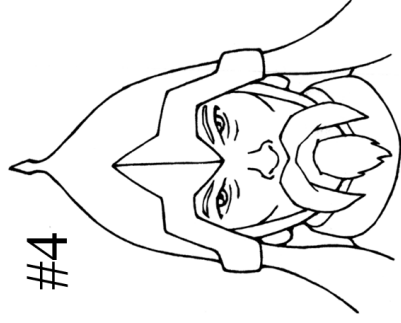
#1



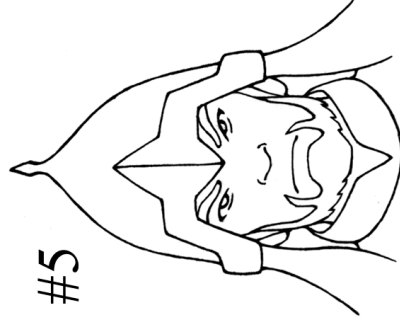
#2



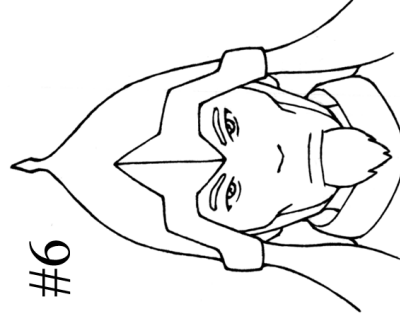
#3



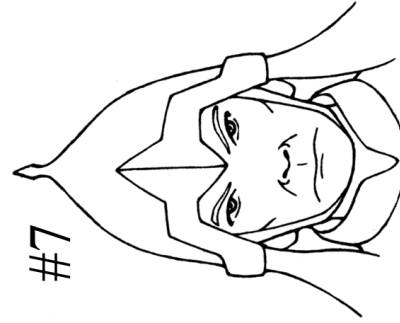
#4



#5



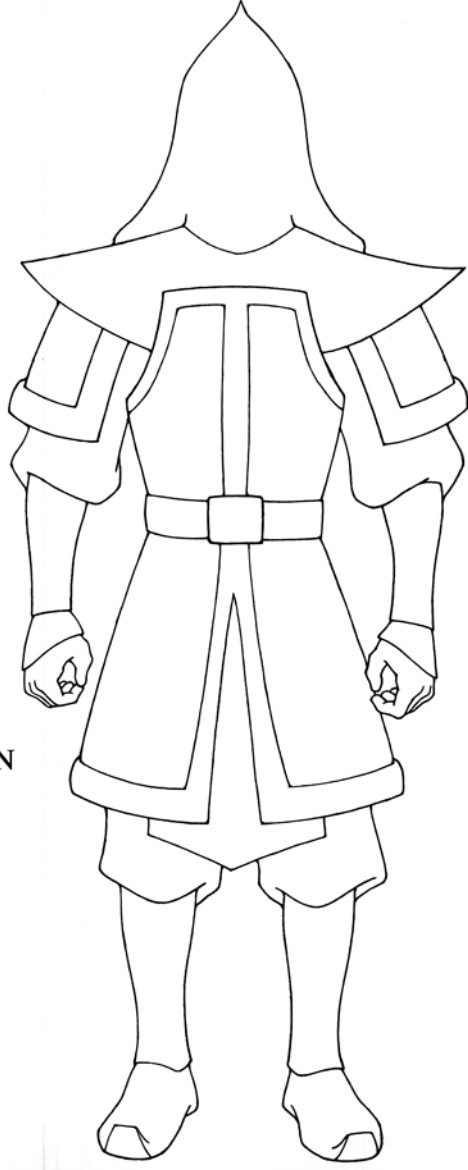
#6

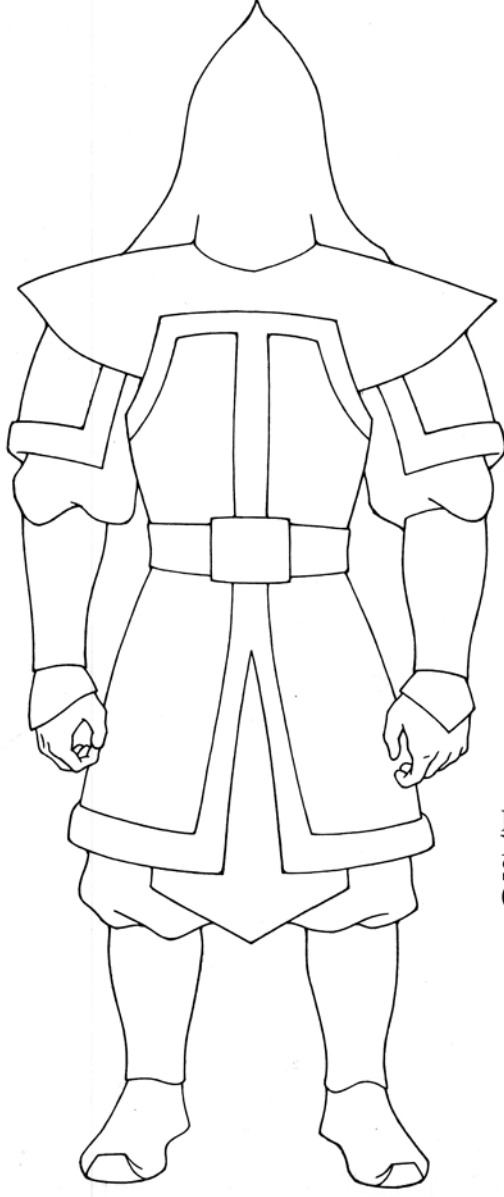


#7

DON'T USE #1

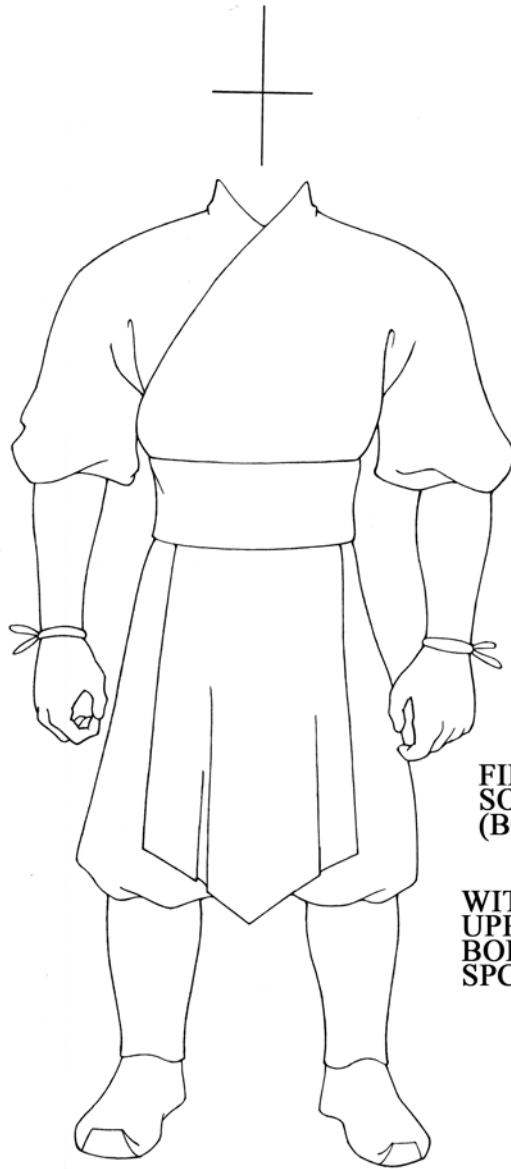
FIRE NATION
SOLDIER
(BODY #3)





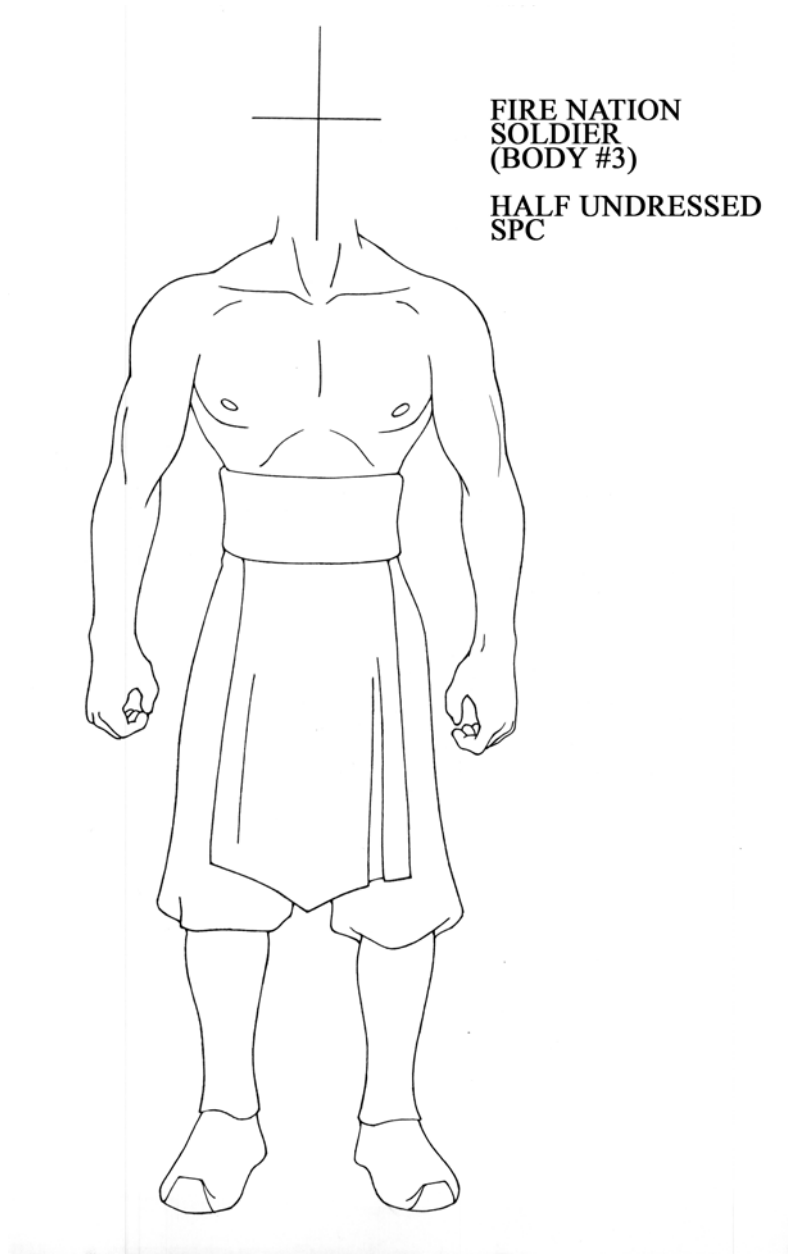
FIRE
NATION
SOLDIER
(BODY #2)

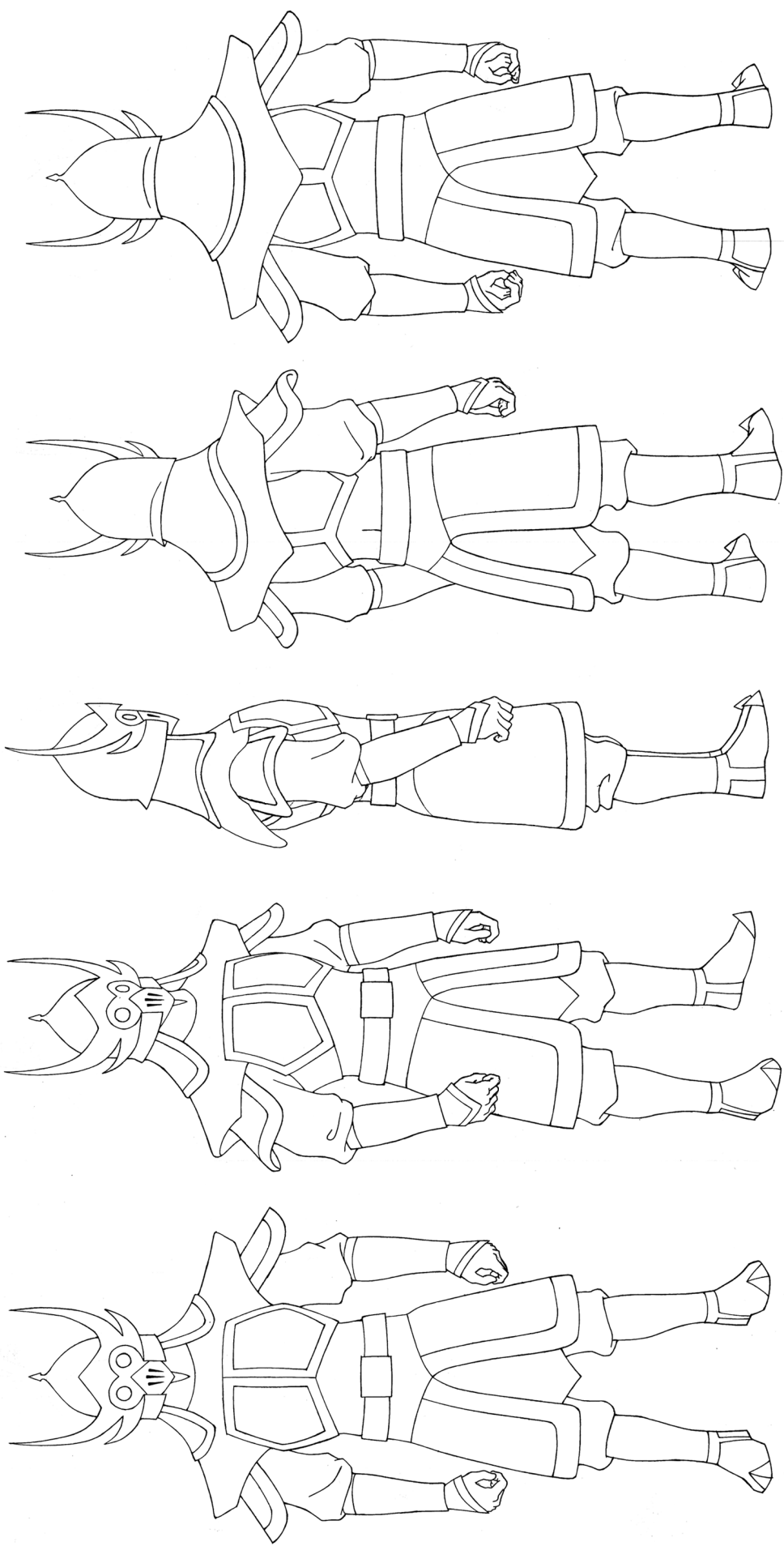
FABRIC
NOT
FOREARM
ARMOR



FIRE NATION
SOLDIER
(BODY #2)

WITHOUT
UPPER
BODY ARMOR
SPC

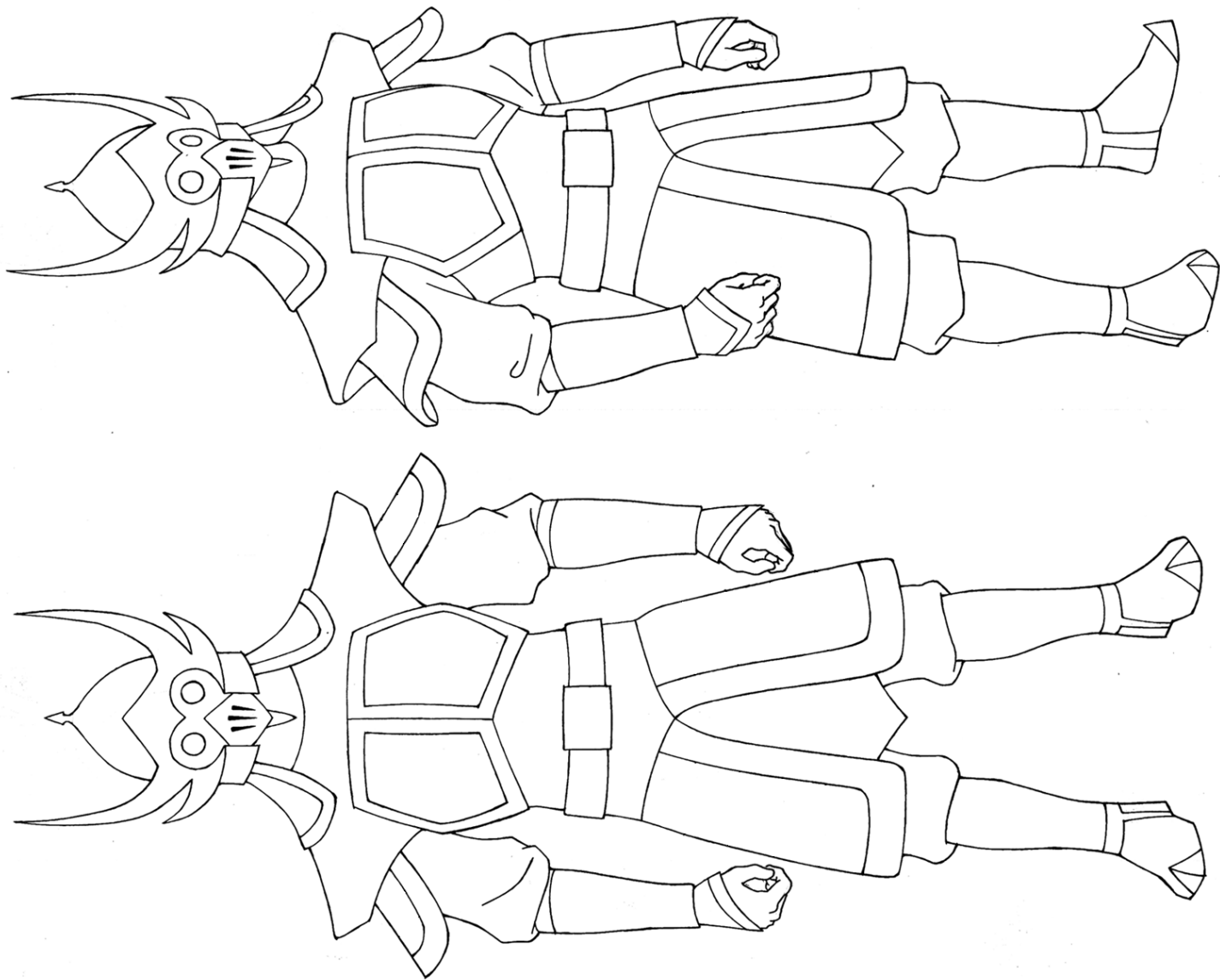


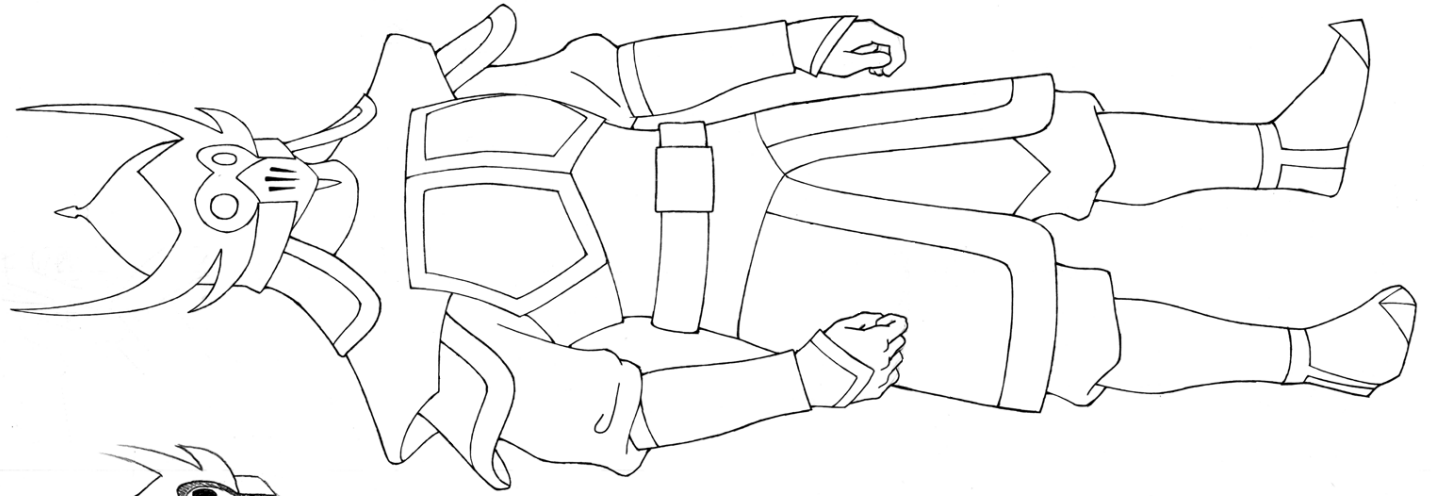
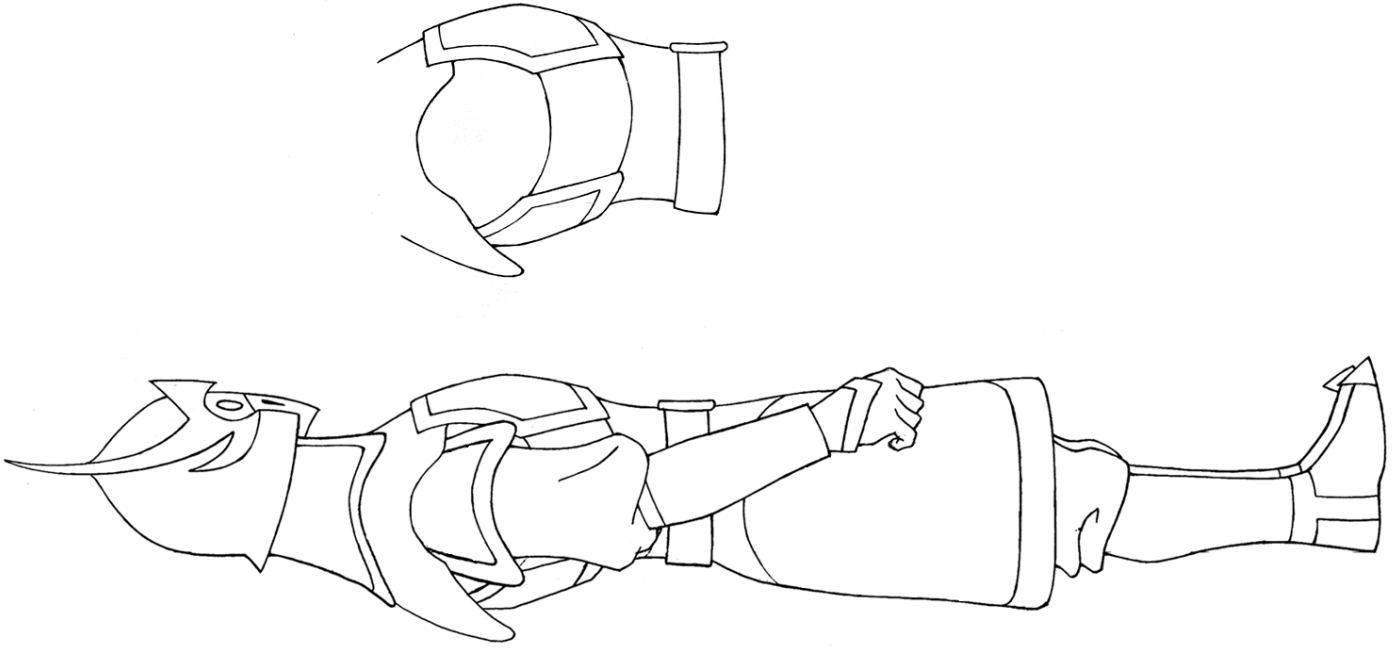


FIRE BENDER CHARACTER REFERENCE



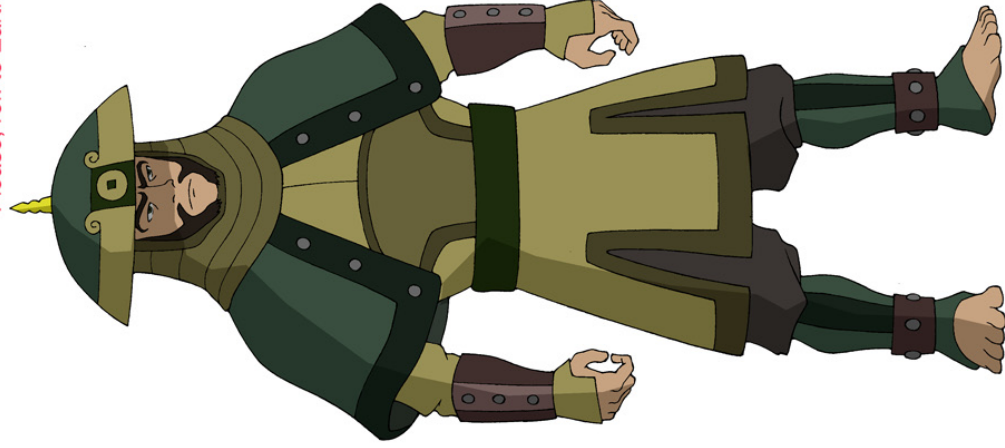
Face plate sits
behind helmet
a bit, allowing
for a shadow
if you so choose





Face plate sits
behind helmet
a bit, allowing
for a shadow
if you so choose

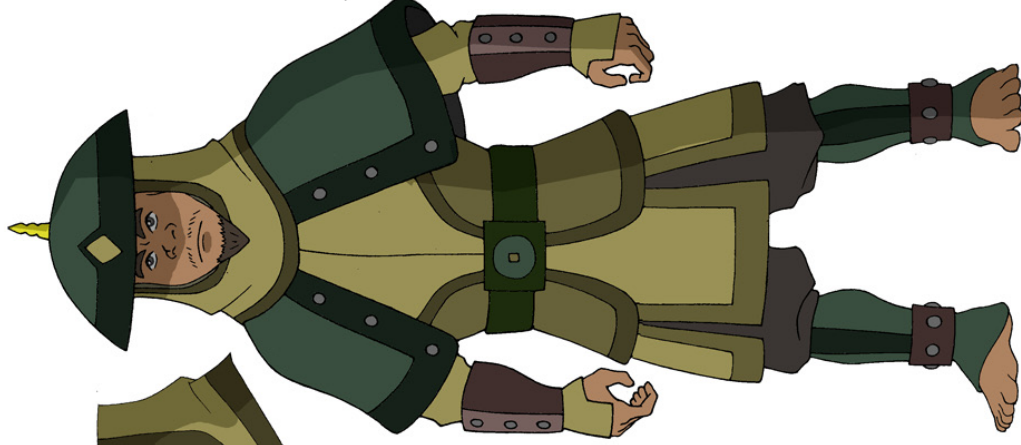
***Please, ref. to Earth bender 1 for the mouth color



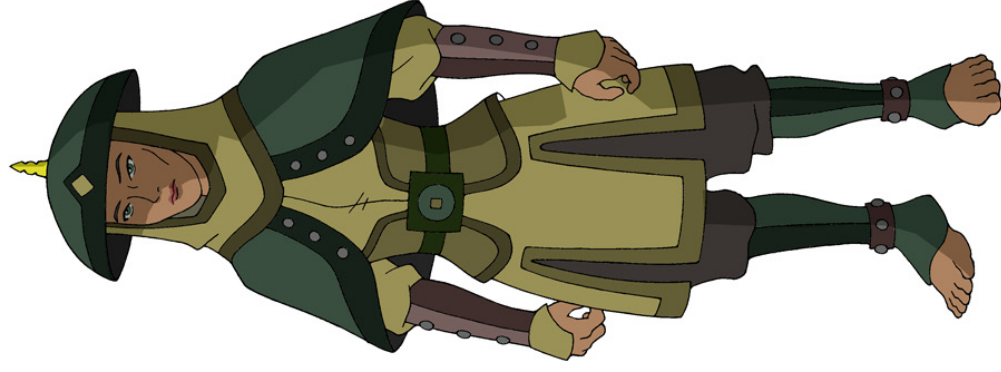
Earth Bender 4



Earth bender3



Earth bender2



Earth Bender Woman



ROKU CHARACTER REFERENCE



AV110sc349_BG-town

TOWN PEOPLE CHARACTER REFERENCE



#1



#2



#3

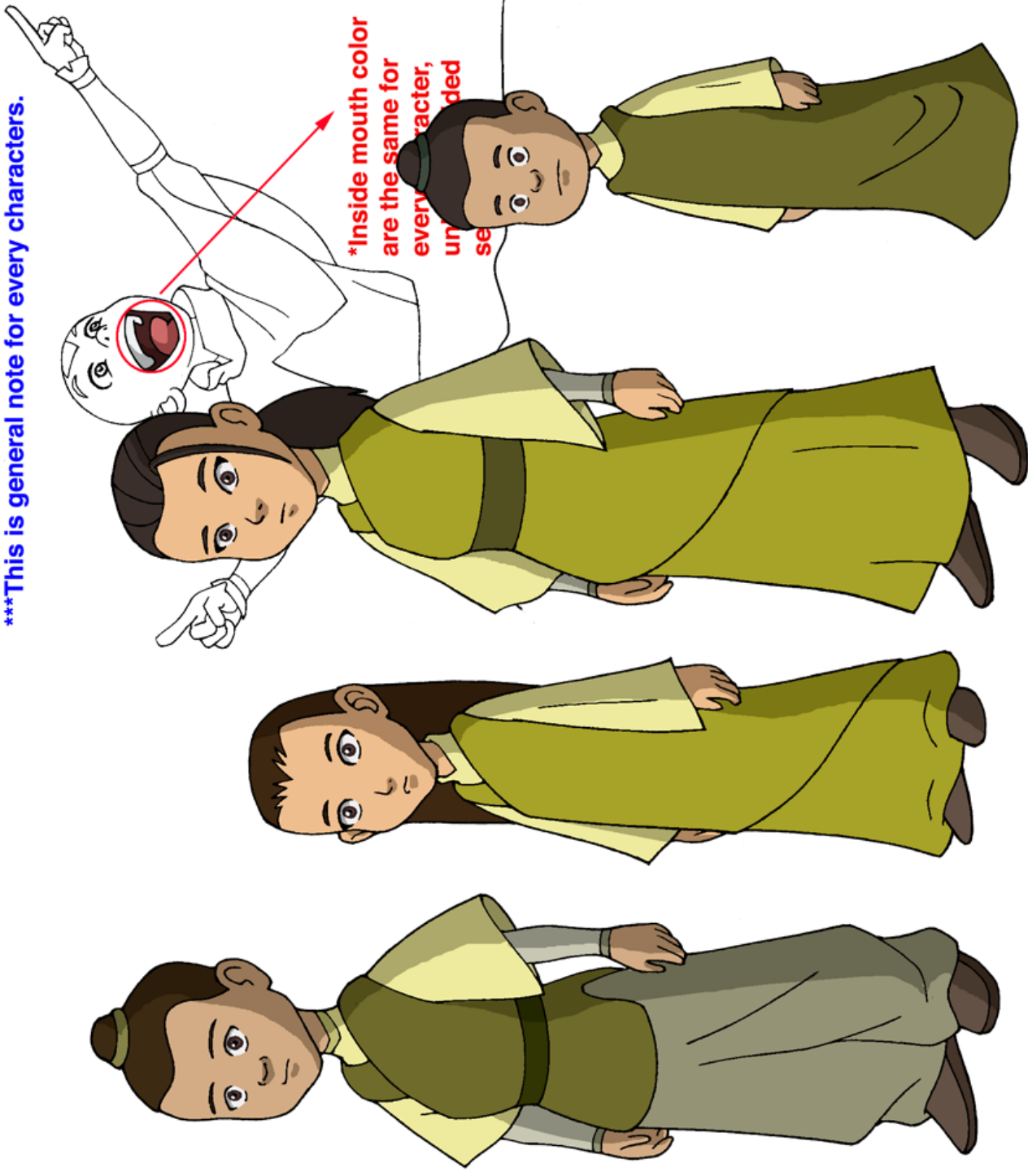


#4



#5

***This is general note for every characters.



town kid #1

town kid#2

town kid#3

town kid#4

TOWN KIDS CHARACTER REFERENCE

For sc 083



ENGINEER CHARACTER REFERENCE



FIRE PEOPLE CHARACTER REFERENCE

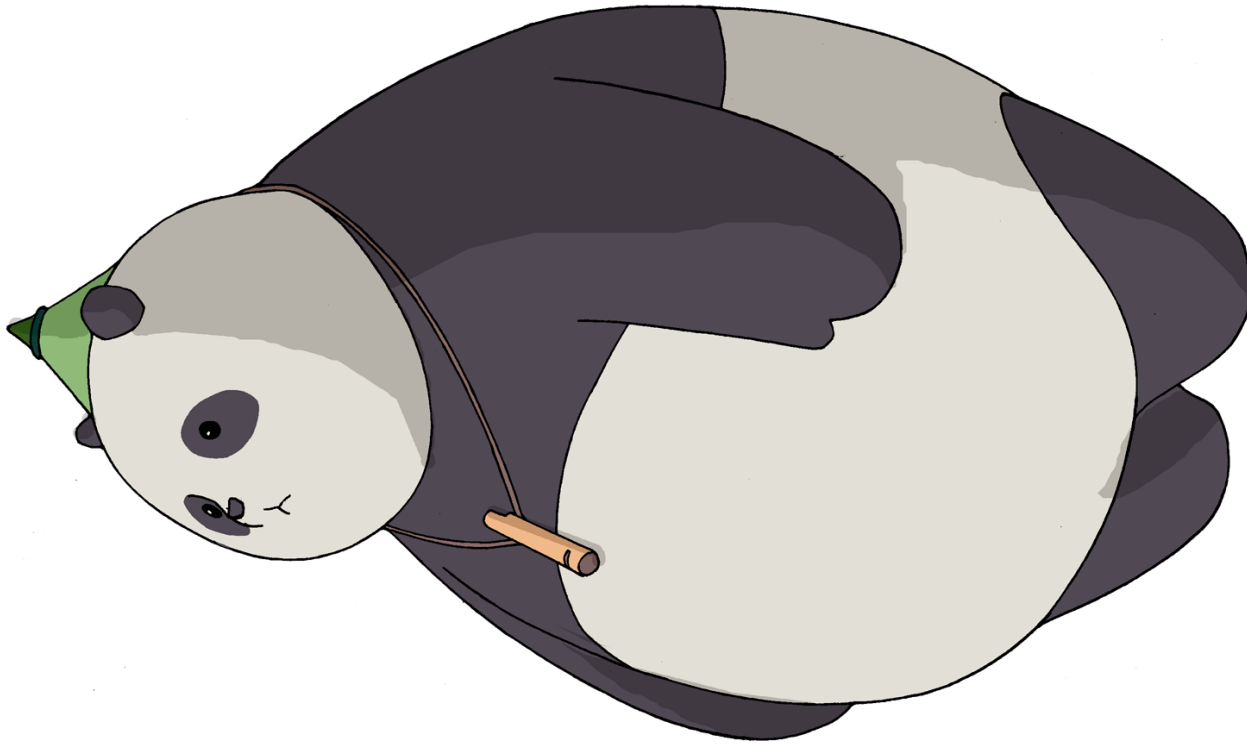
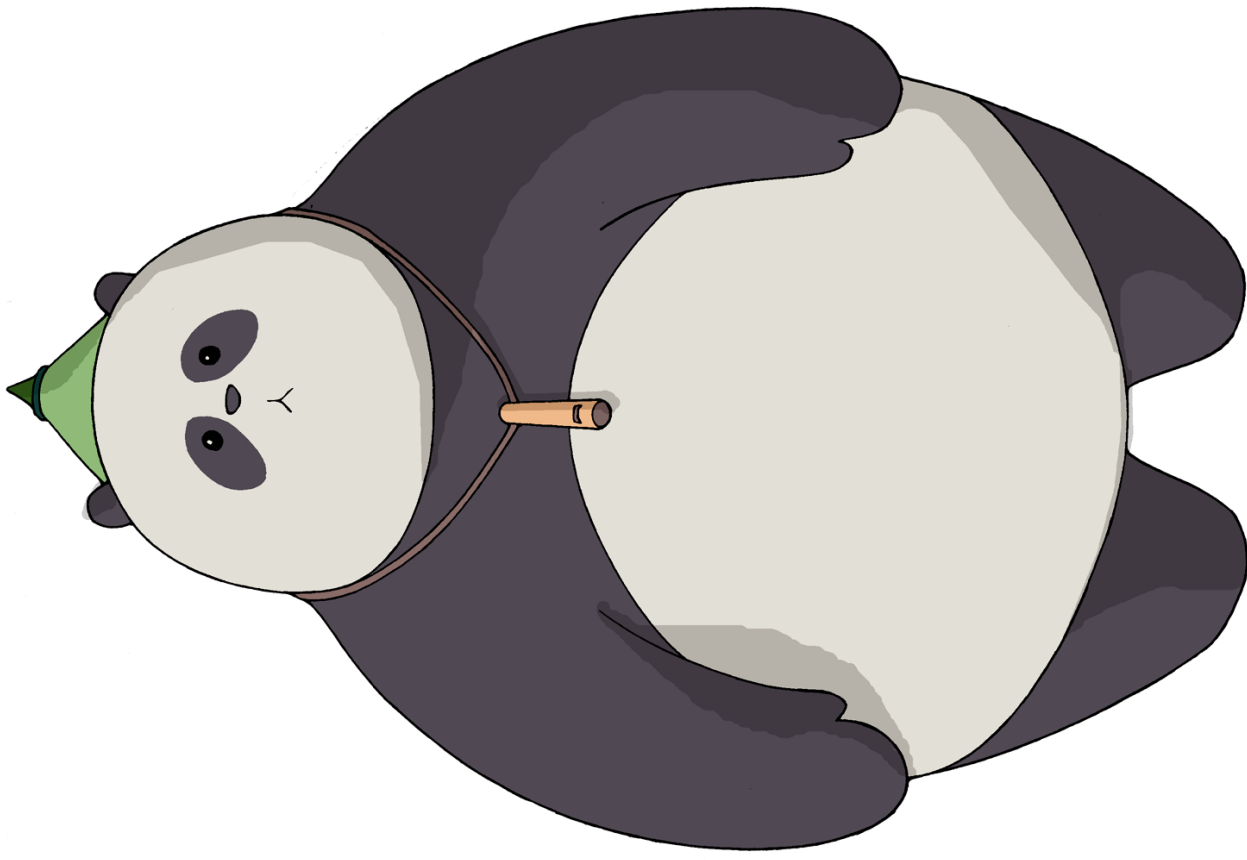


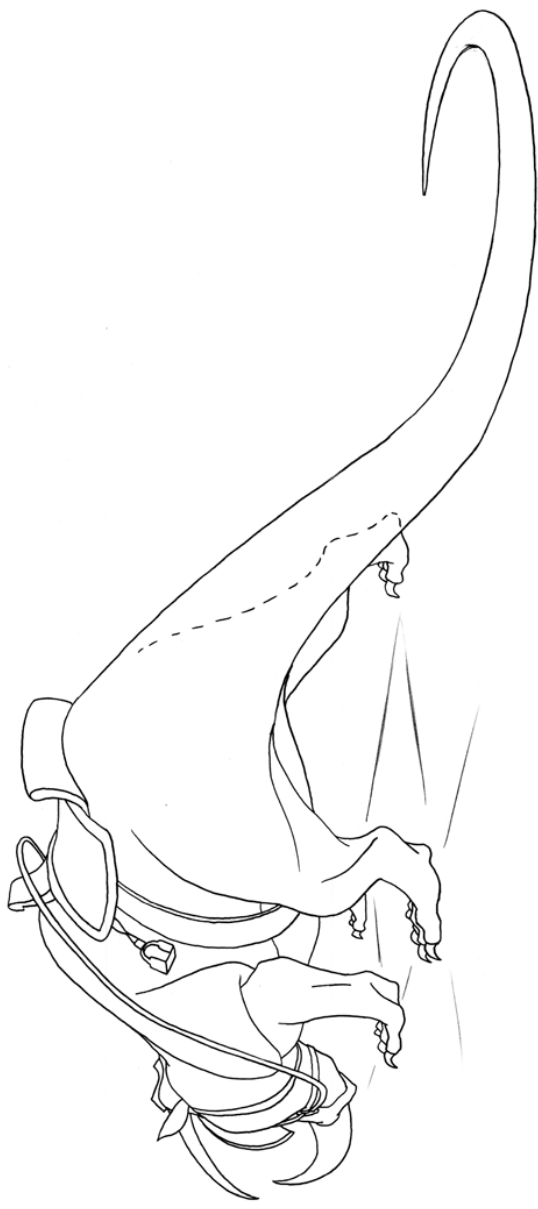
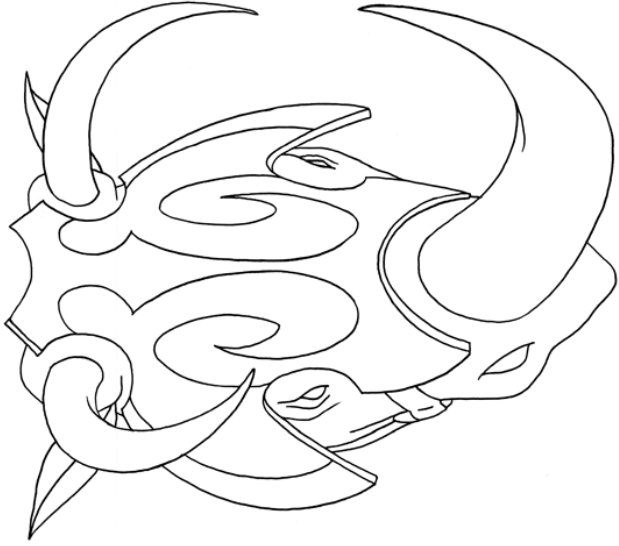
OLD TRAVELLER CHARACTER REFERENCE



AV110sc120_BG-eatingNIGHT

REBELS CHARACTER REFERENCE



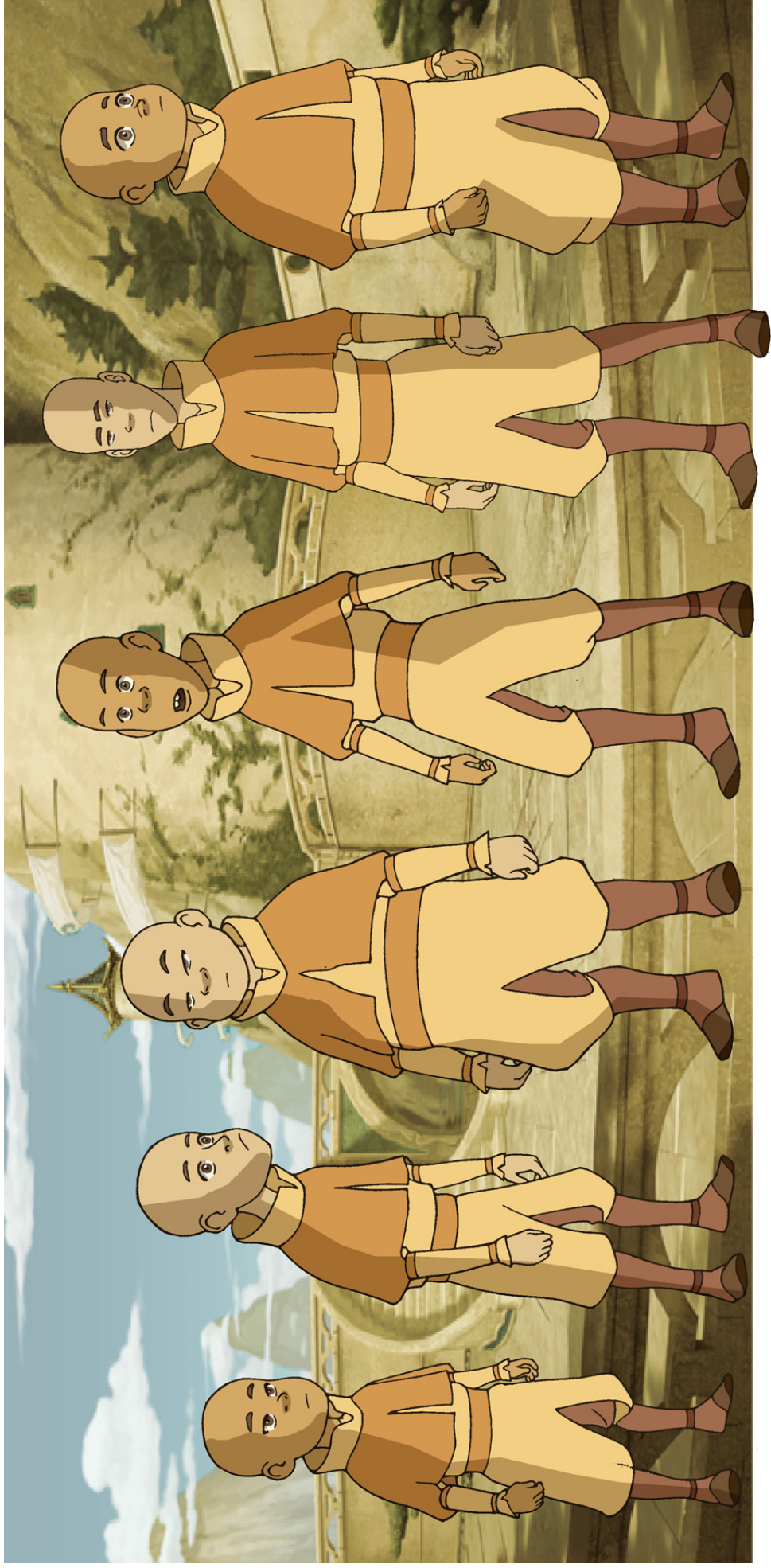




KOMODO RHINO CHARACTER REFERENCE



ZHANG LEADER CHARACTER REFERENCE



AV1#12sc097_B&G-airtmplcourtyard

#4

Older Kid

#5

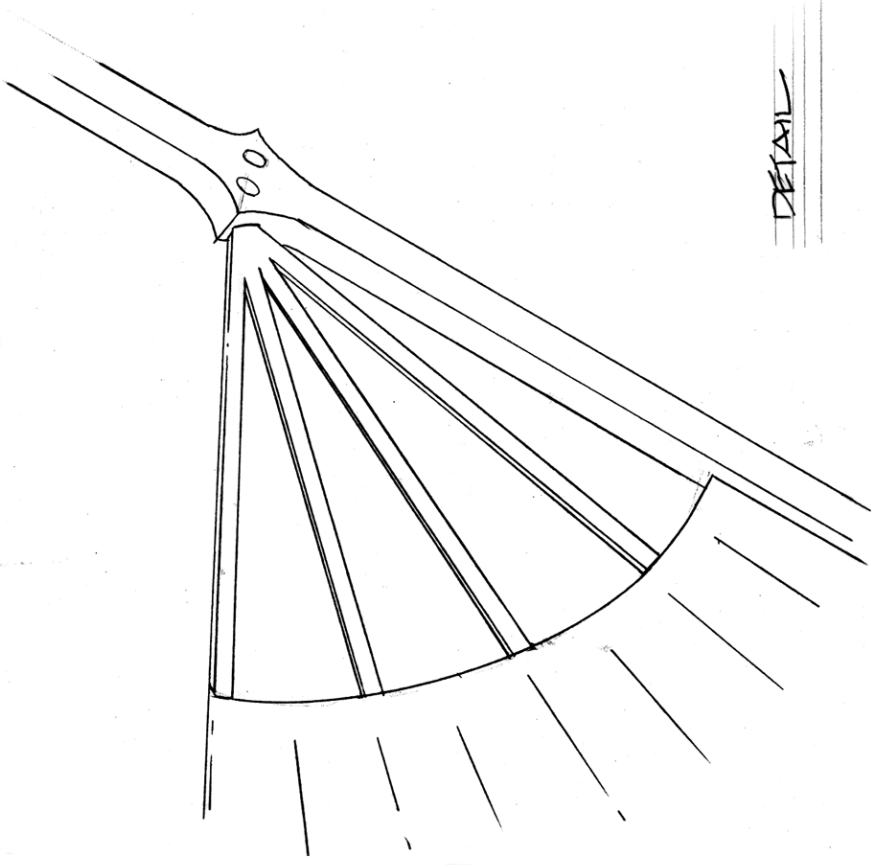
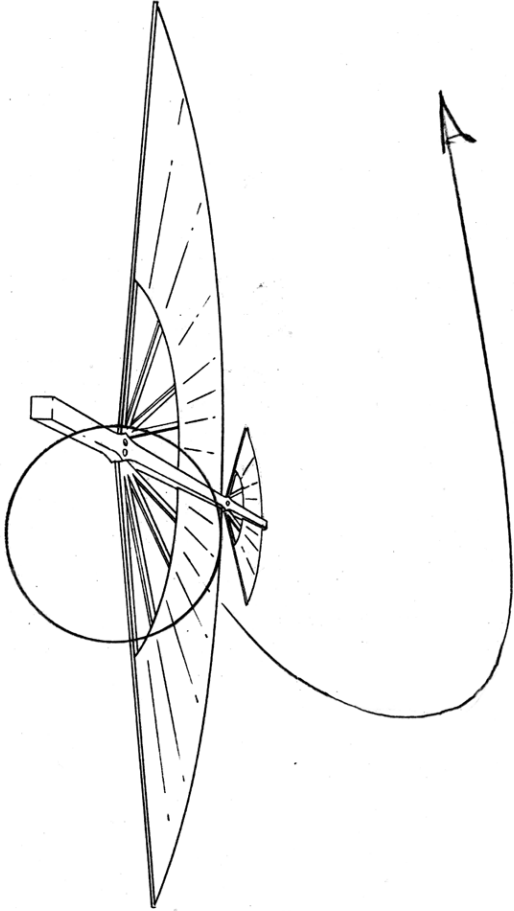
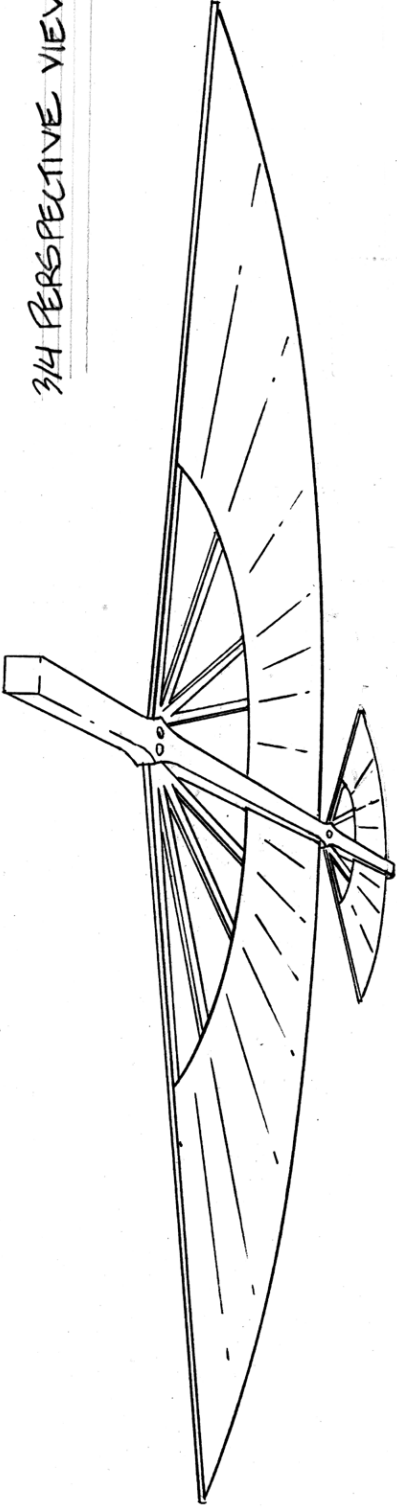




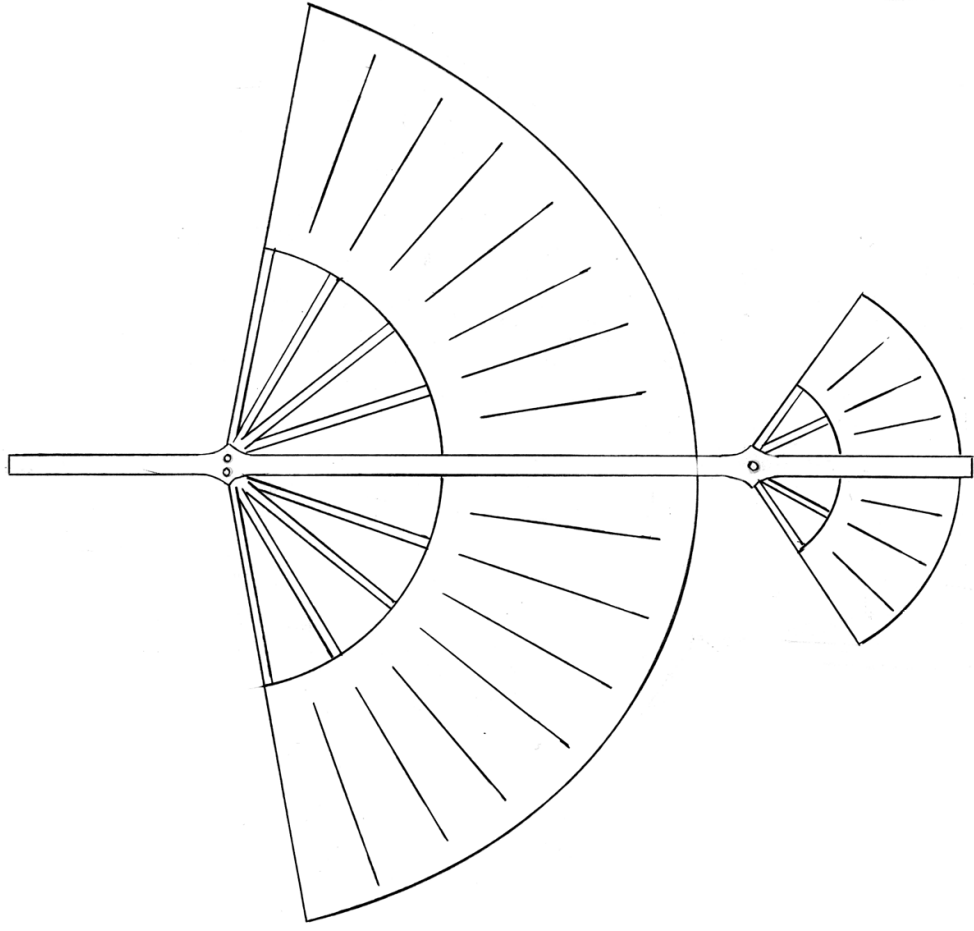
AV11Zsc09_BG-airtmplcourtyard

AIR MONK KIDS CHARACTER REFERENCE

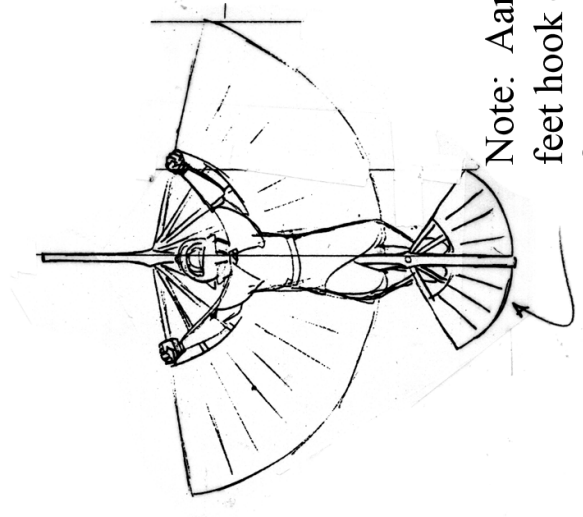
3/4 PERSPECTIVE VIEW



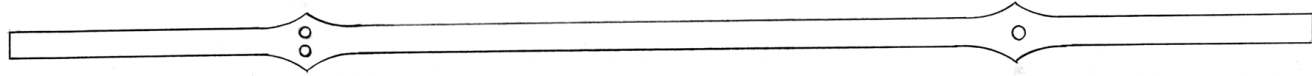
DETAIL



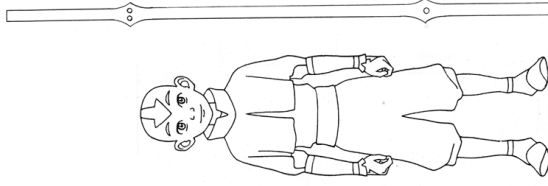
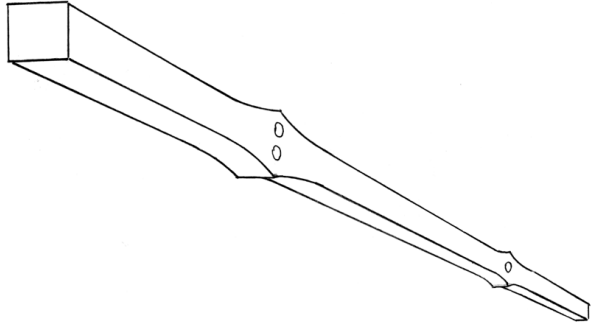
Front and Back view



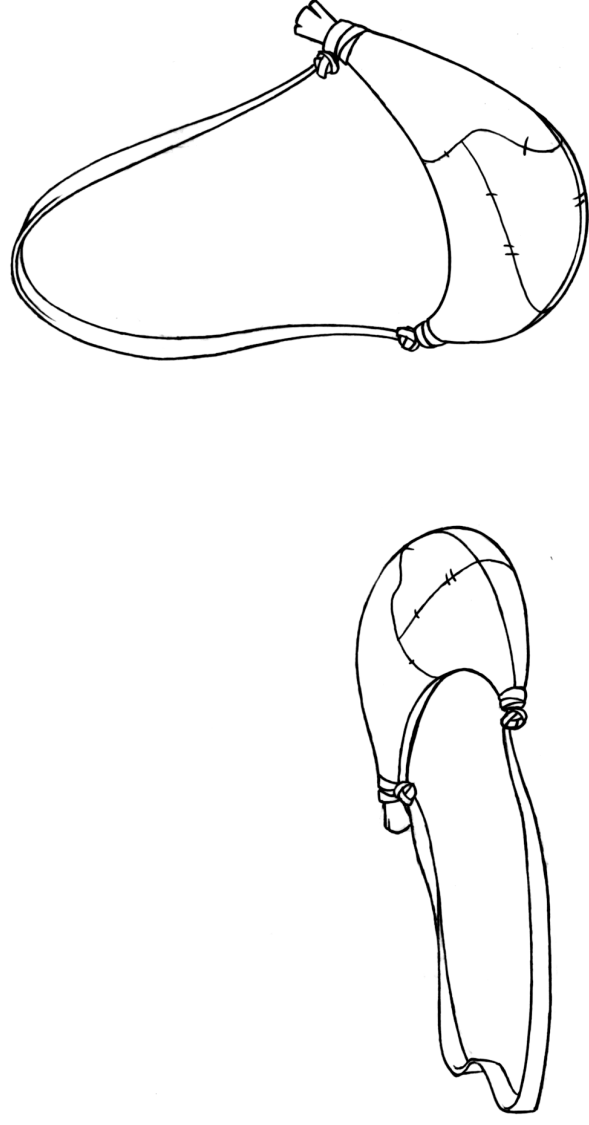
Note: Aang's
feet hook over
fan



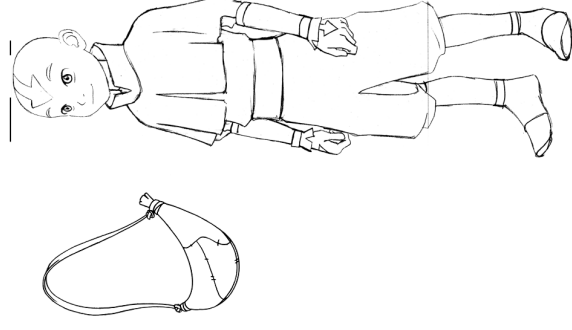
Perspective view



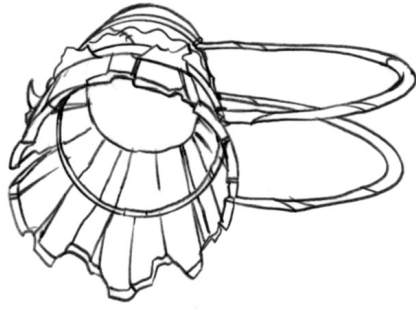
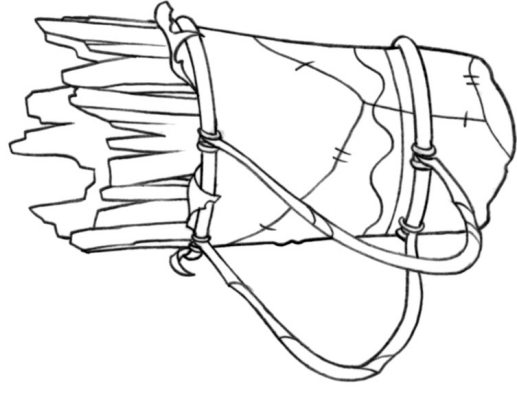
AANG'S CANTEEN PROP REFERENCE



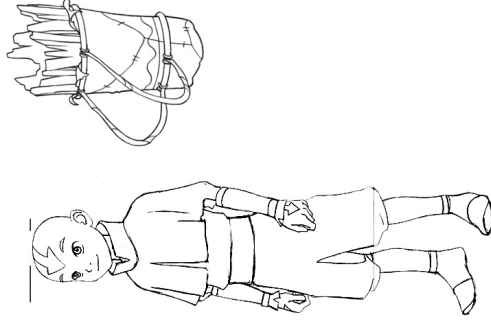
____ Zuko
____ Sokka
____ Katara



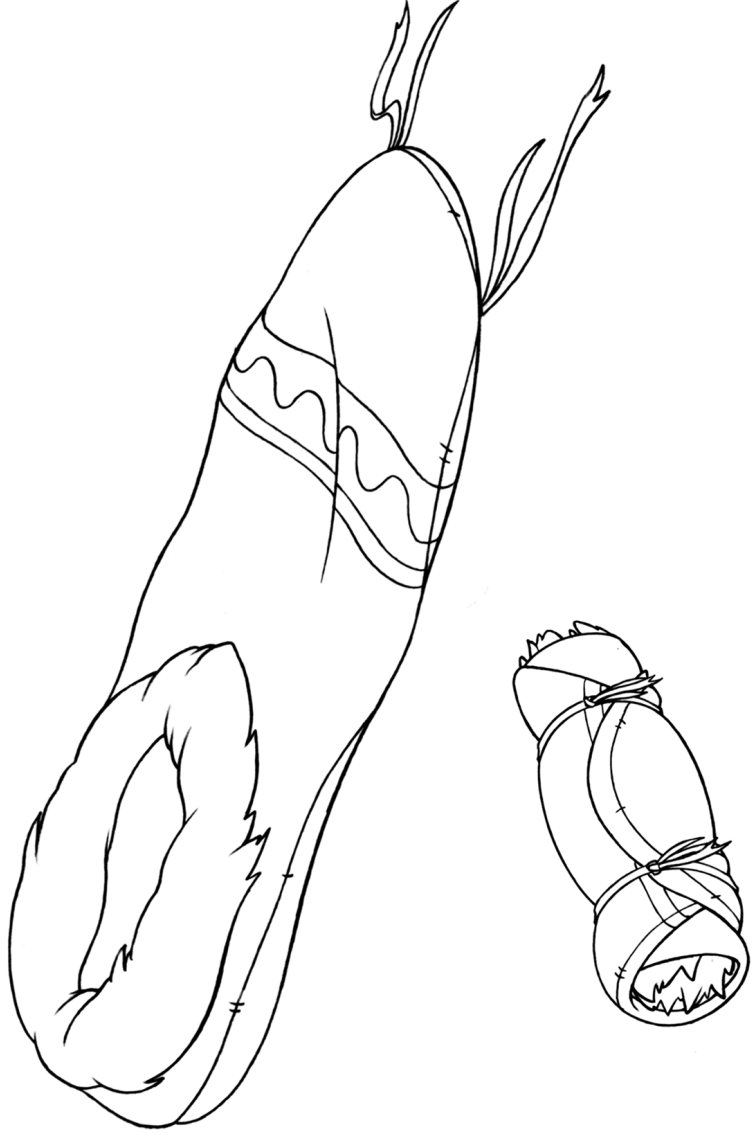
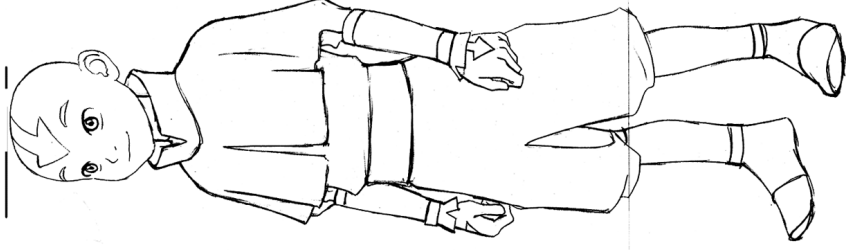
AANG'S BACKPACK PROP REFERENCE



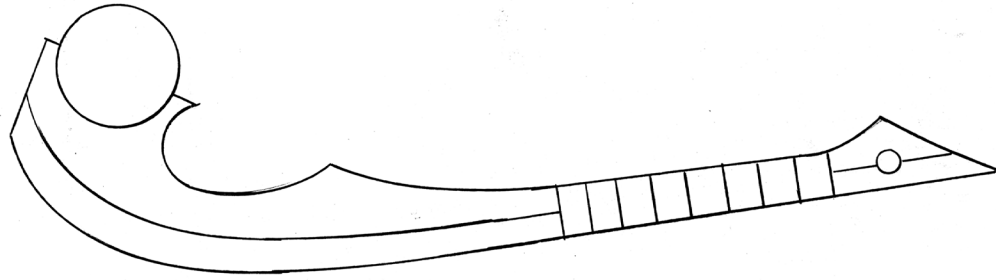
____ Zukko
____ Sokka
____ Katara



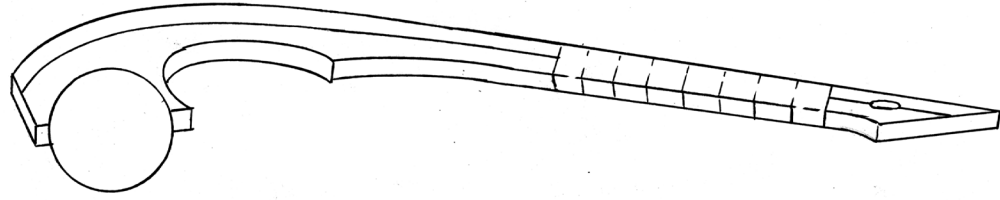
____ Zuko
____ Sokka
____ Katara



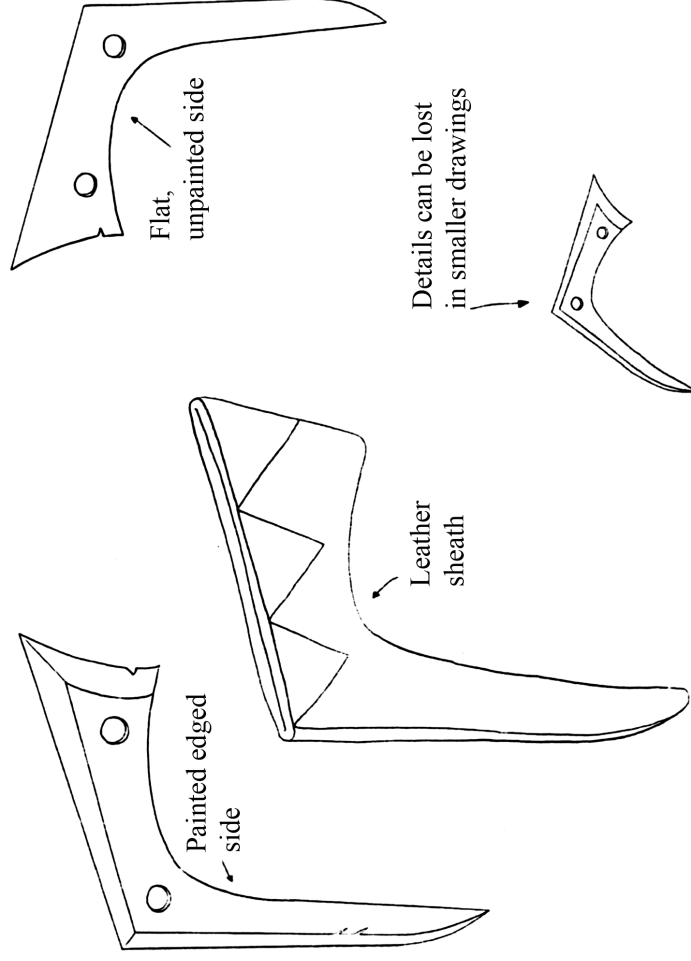
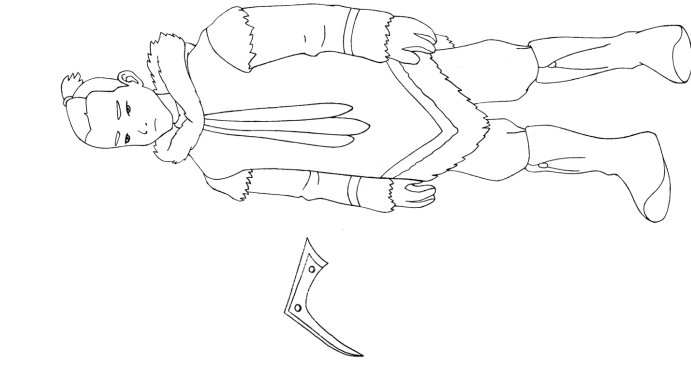
AANG'S SLEEPING BAG PROP REFERENCE

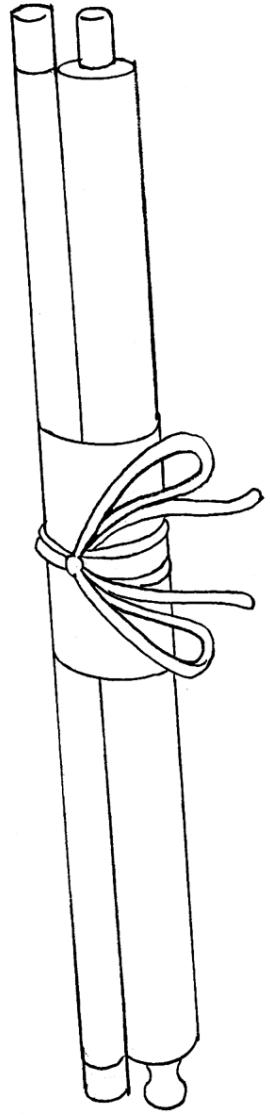
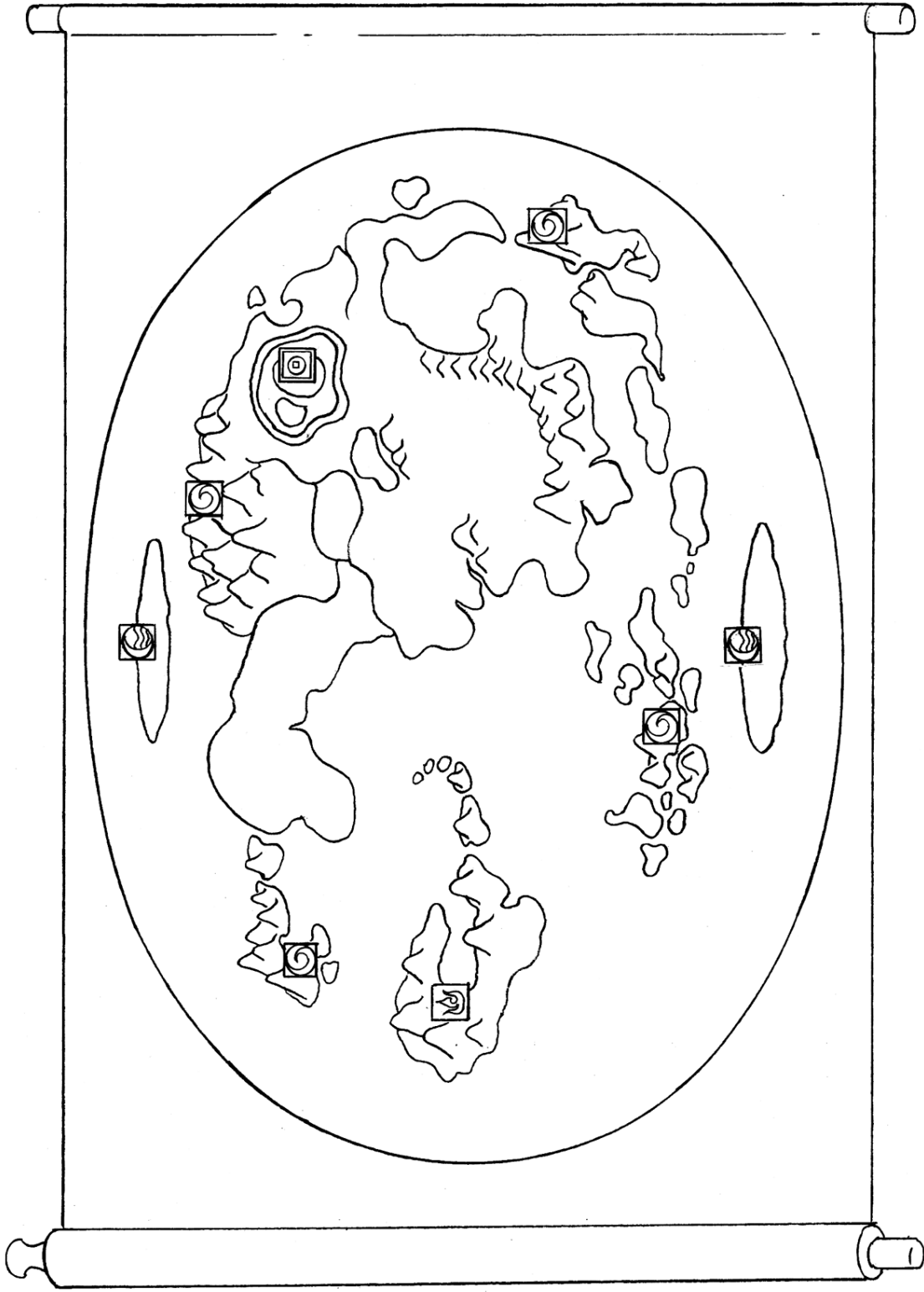


Side

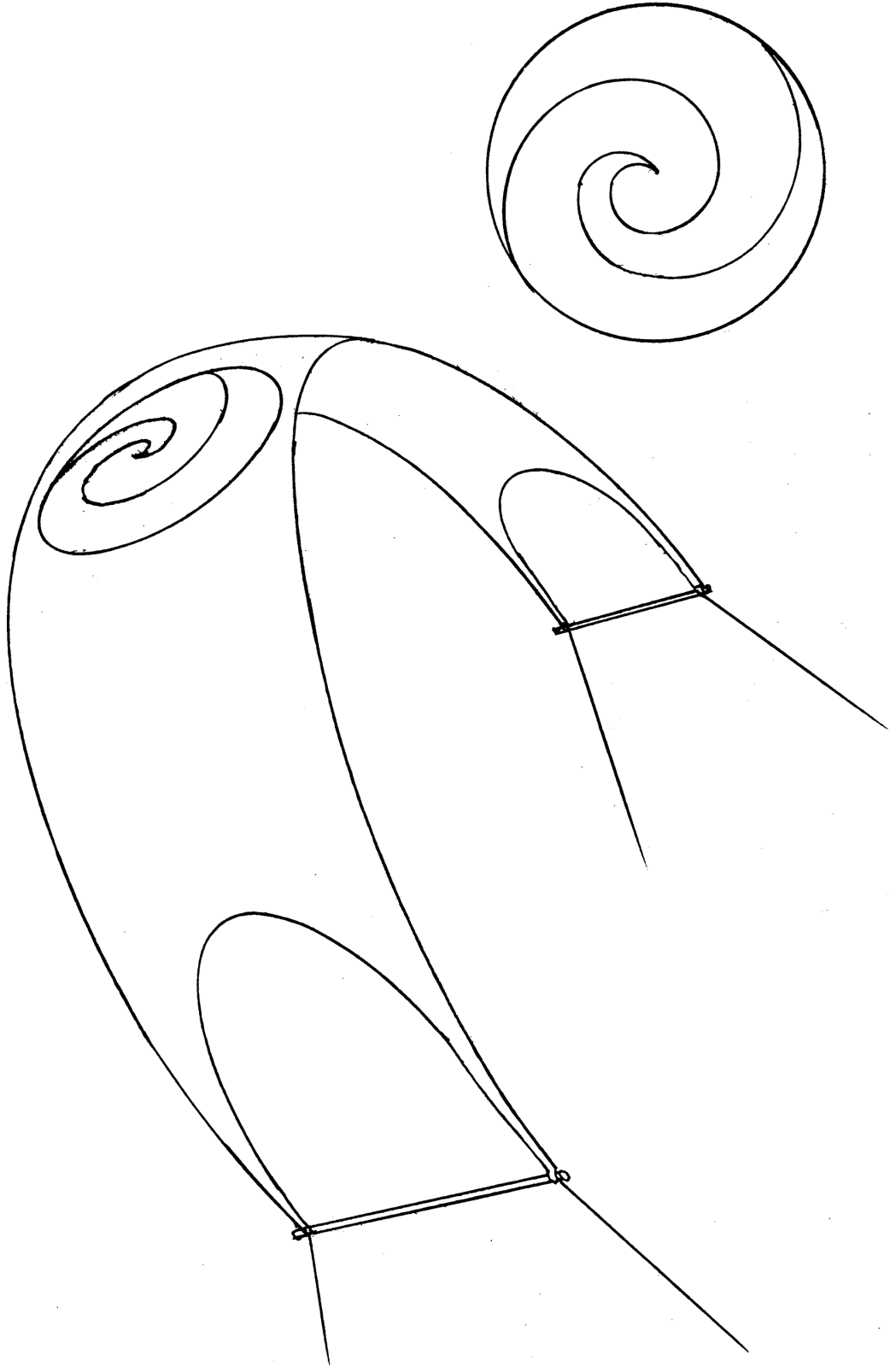


3/4 view

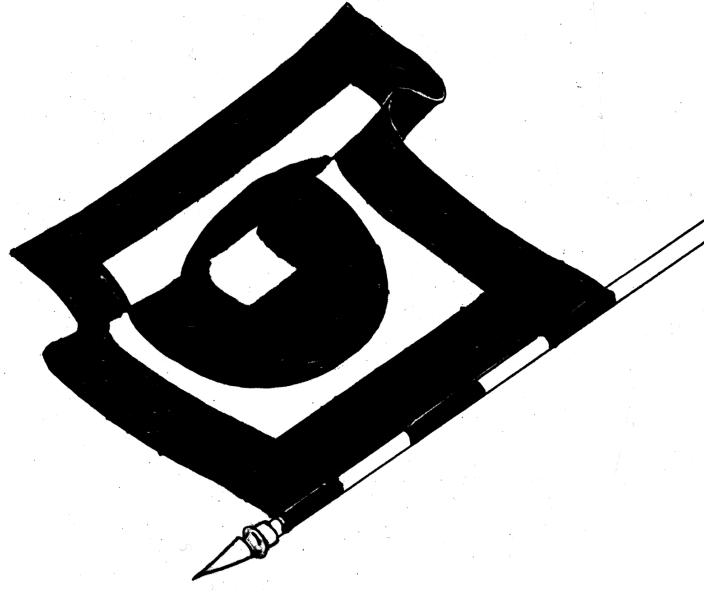
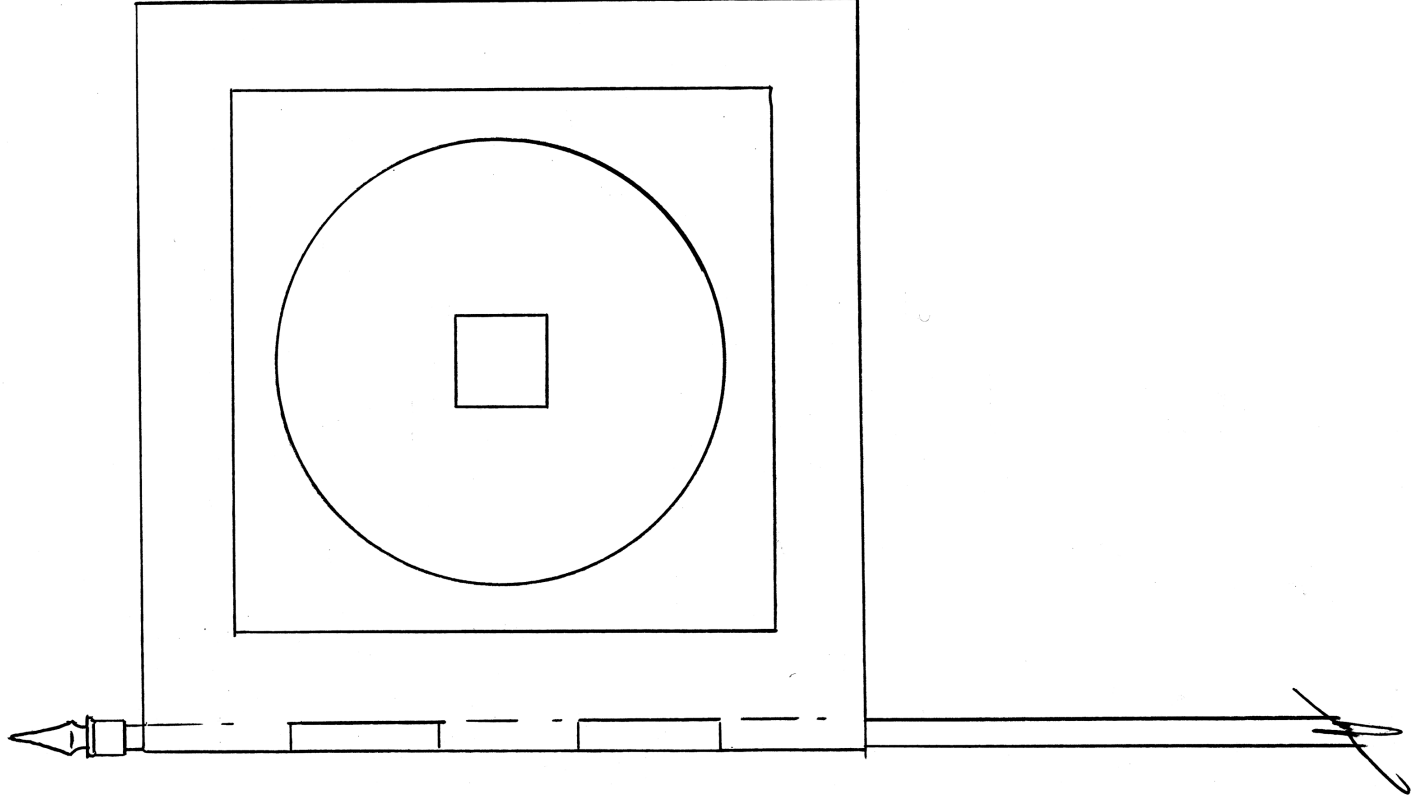




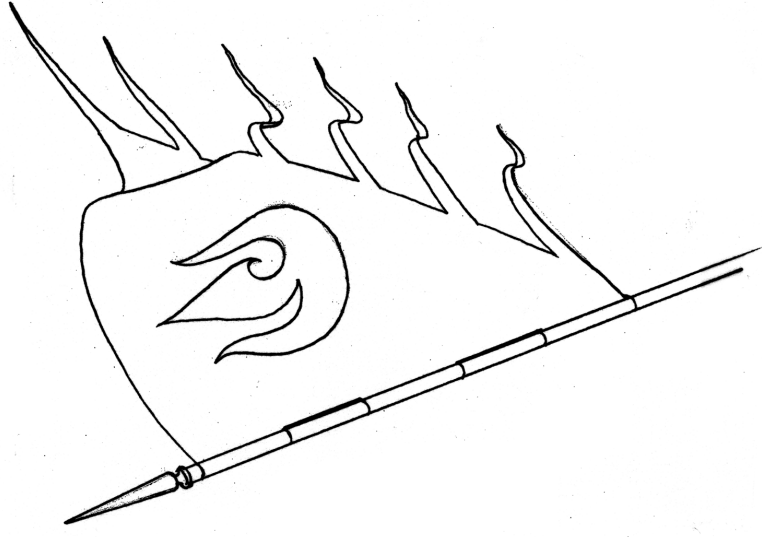
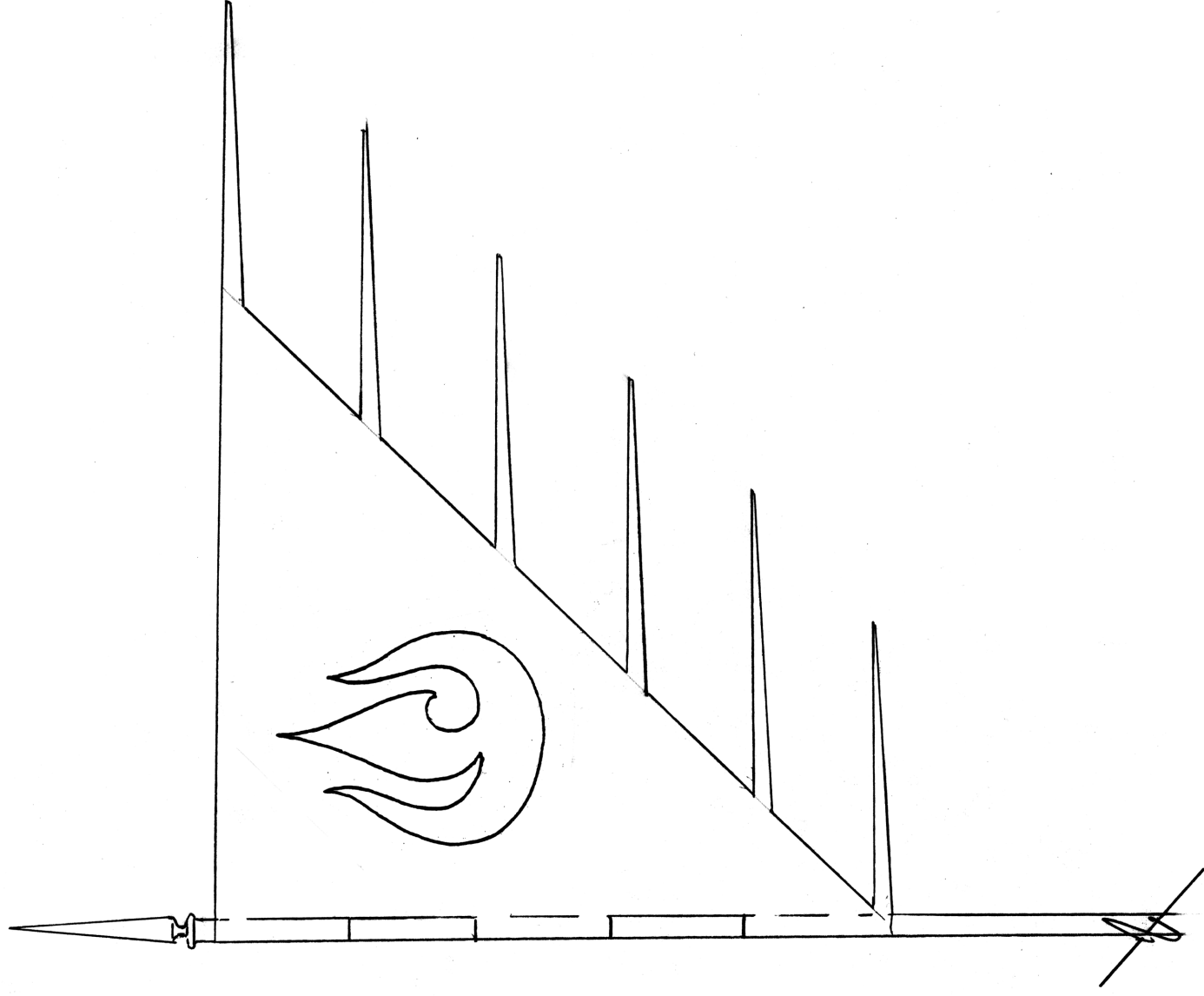
WORLD MAP PROP REFERENCE



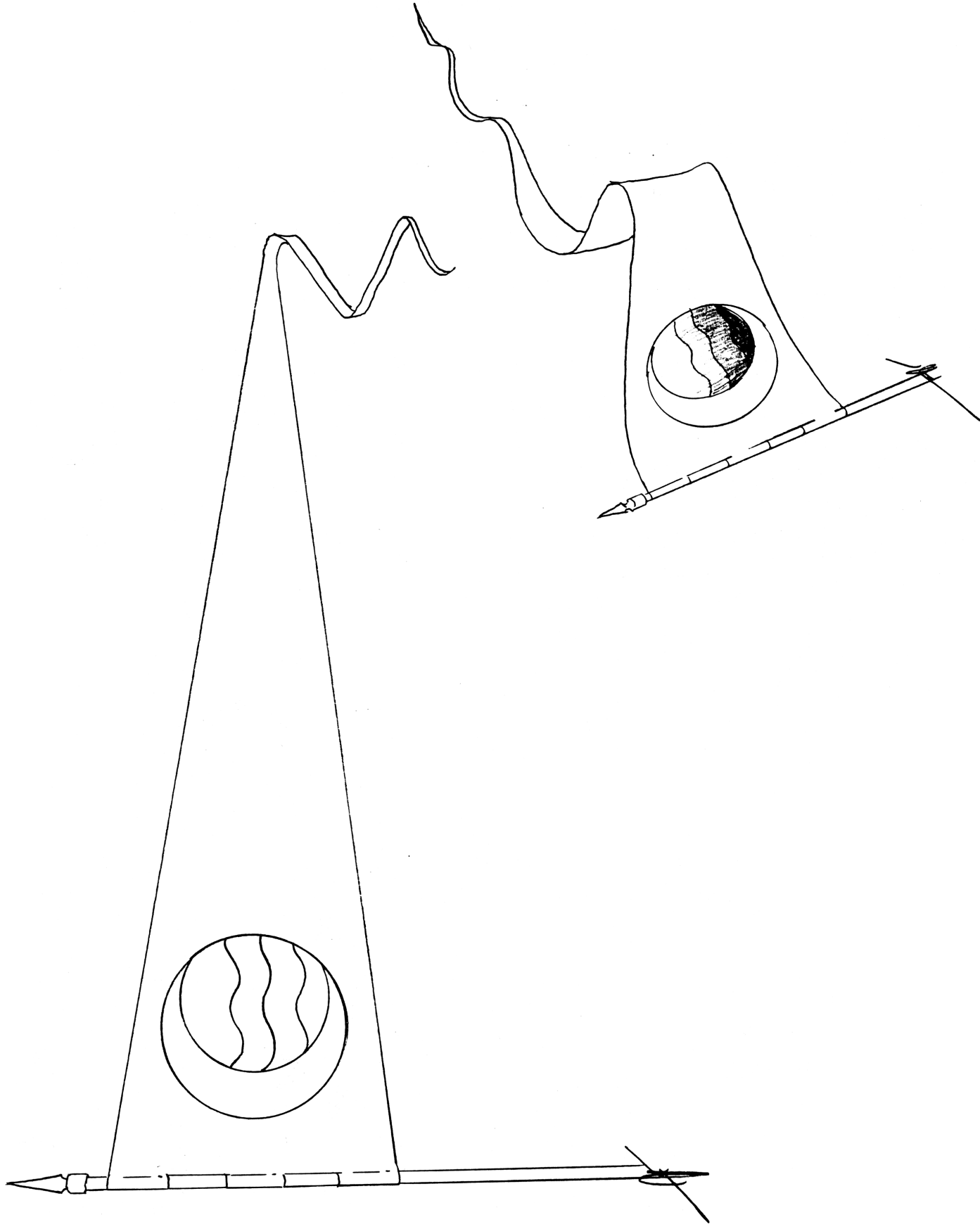
Symbol



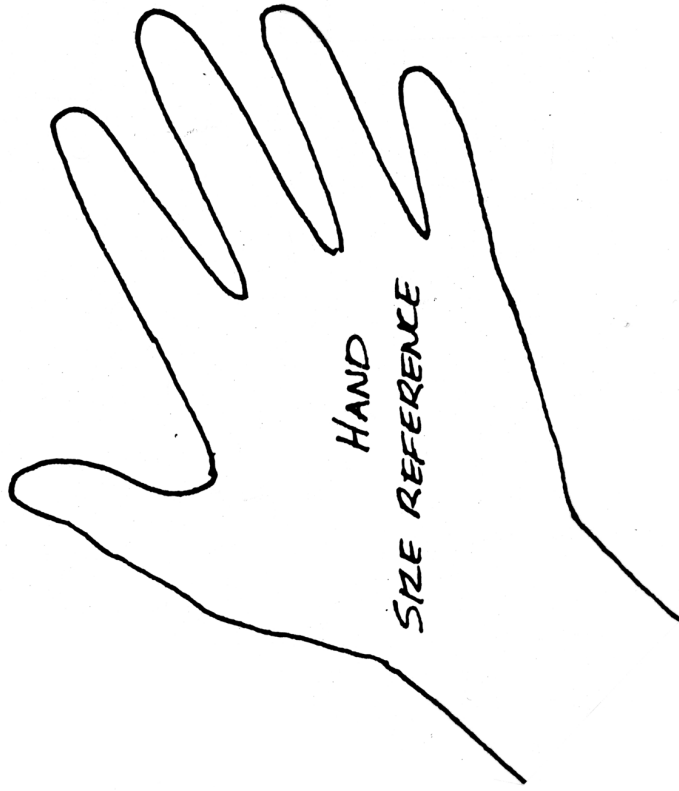
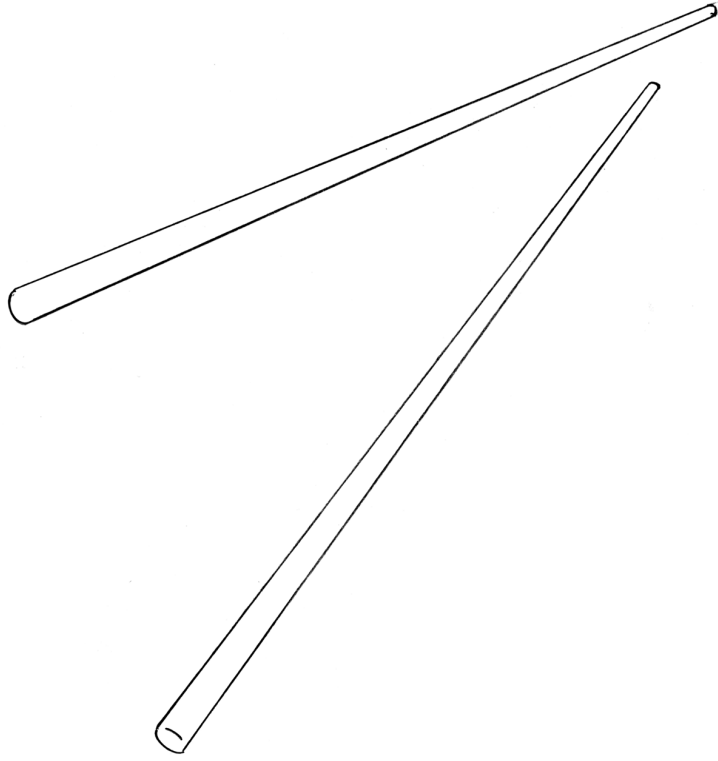
EARTH KINGDOM FLAG PROP REFERENCE

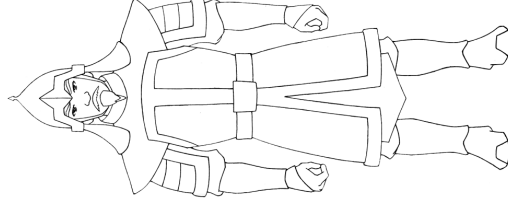
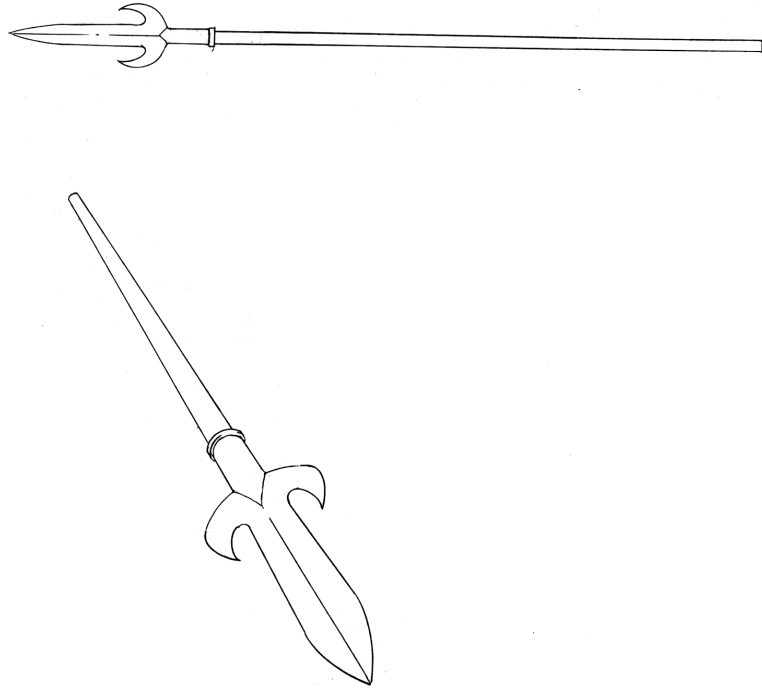


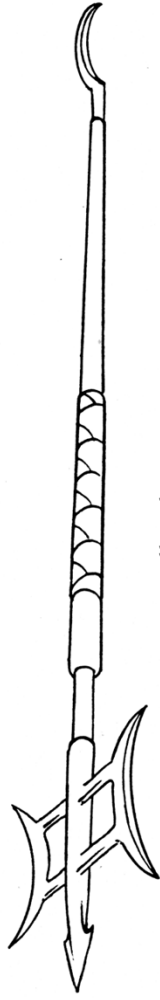
FIRE KINGDOM FLAG PROP REFERENCE



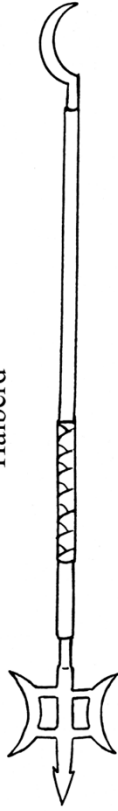
WATER NATION FLAG PROP REFERENCE



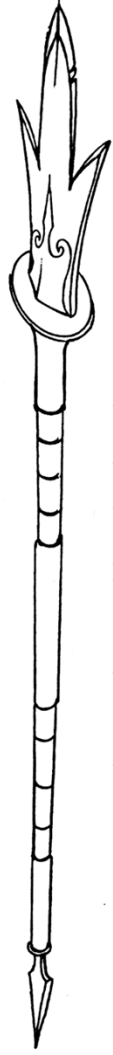




Halberd



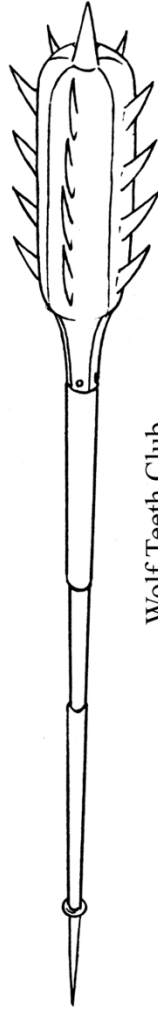
Three Point Double Edged Fork



Horse chopping blade



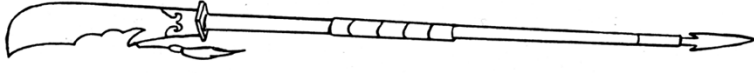
Wolf Teeth Club

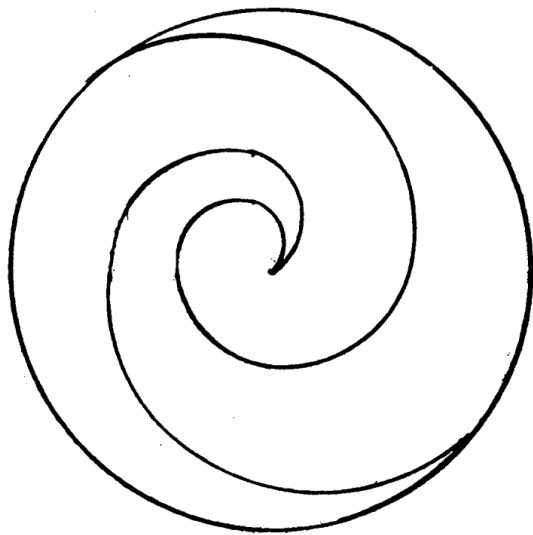


Deer Antler Knives

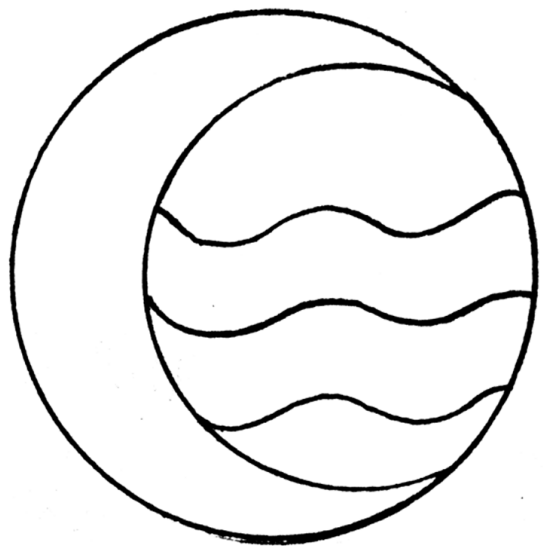


Kwandao

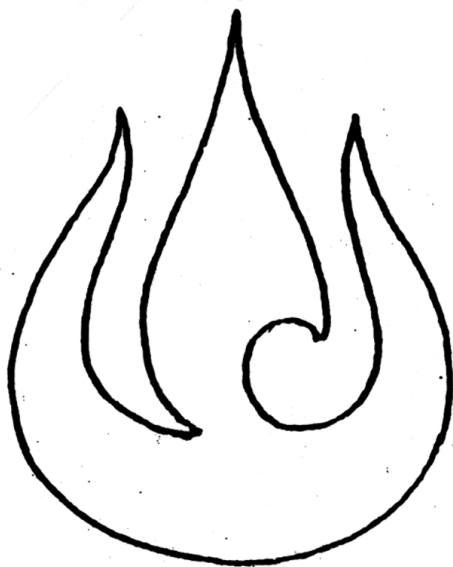




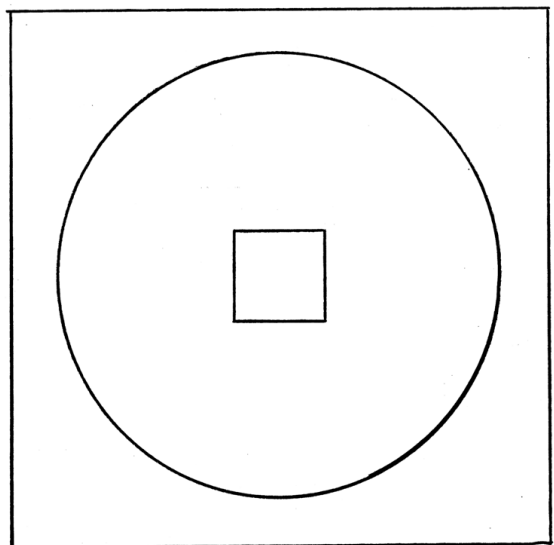
Air Nation



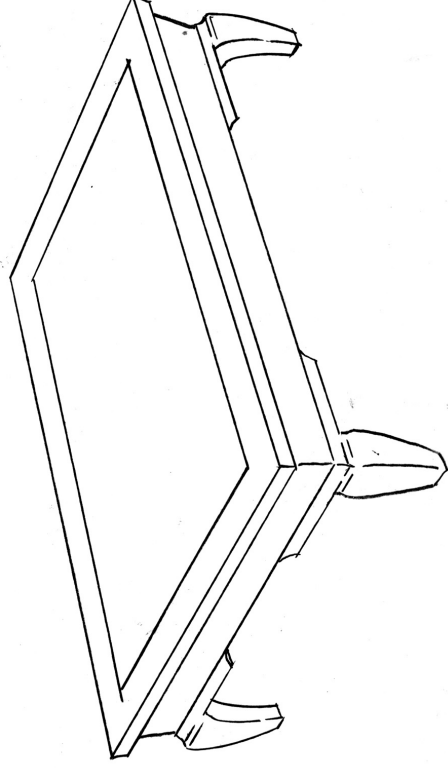
Water Nation



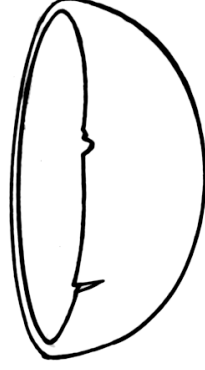
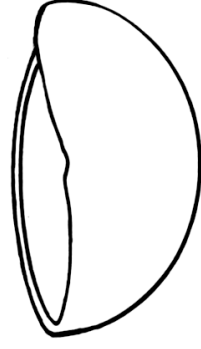
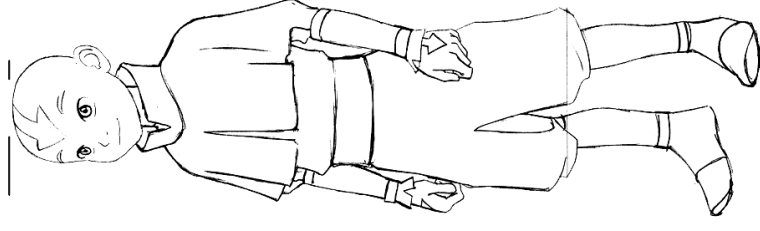
Fire Nation



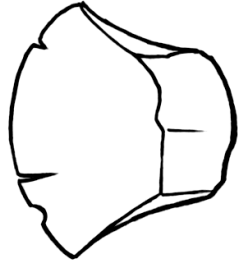
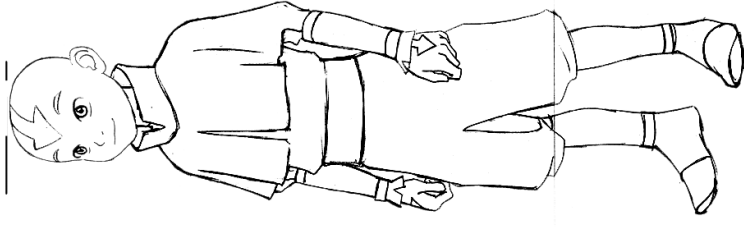
Earth Nation



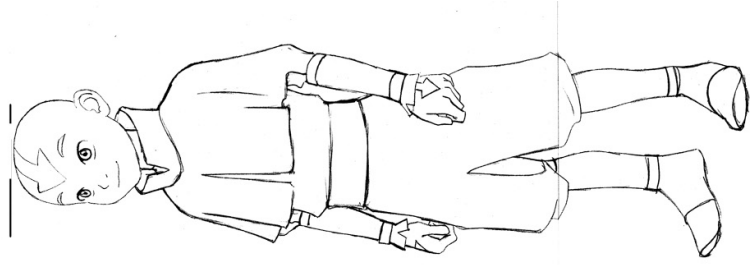
____ Zuko
____ Sokka
____ Katara



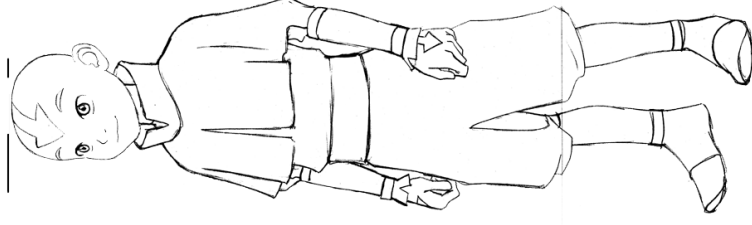
____ Zuko
____ Sokka
____ Katara



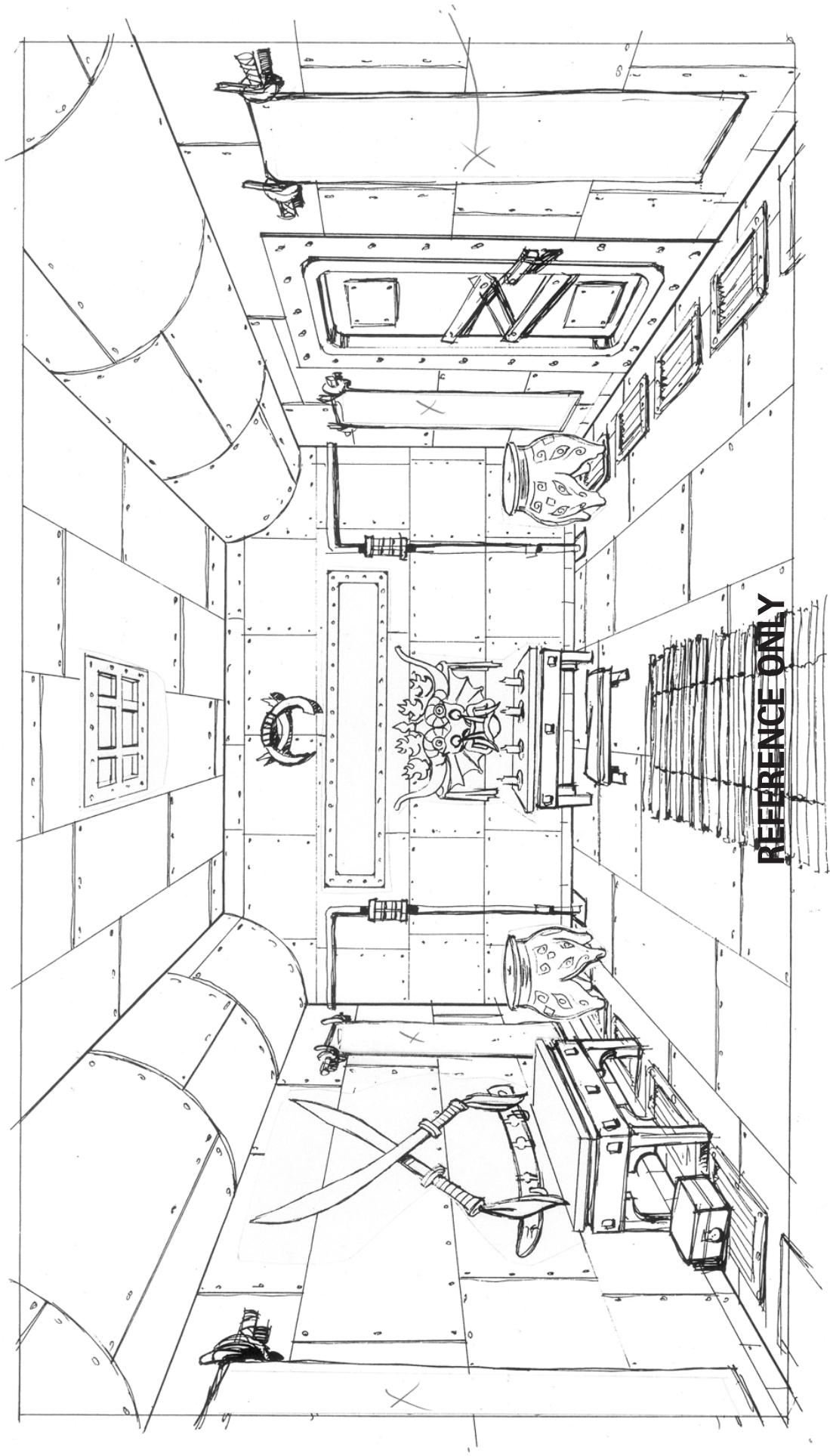
____ Zuko
____ Sokka
____ Katara



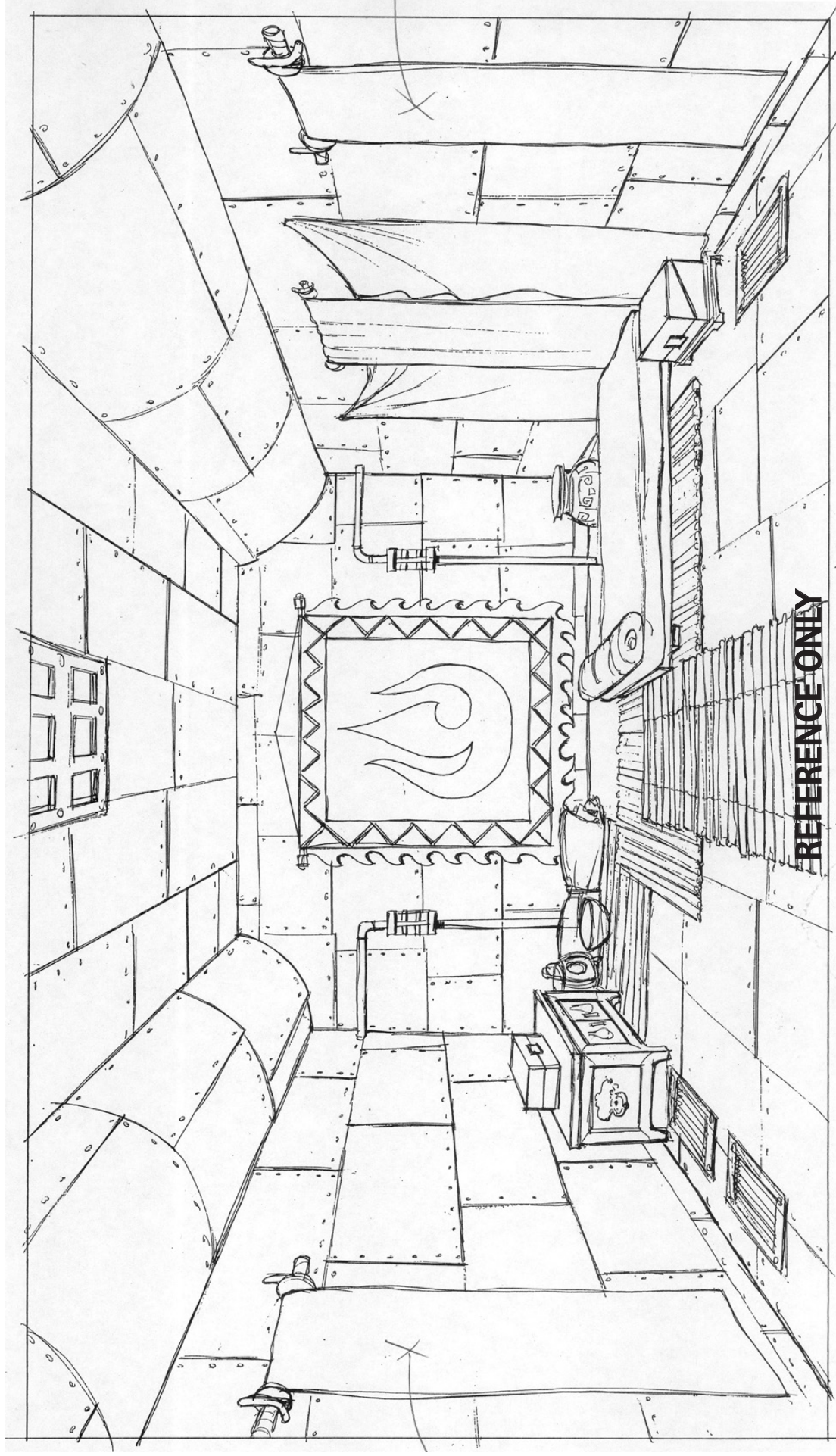
____ Zuko
____ Sokka
____ Katara



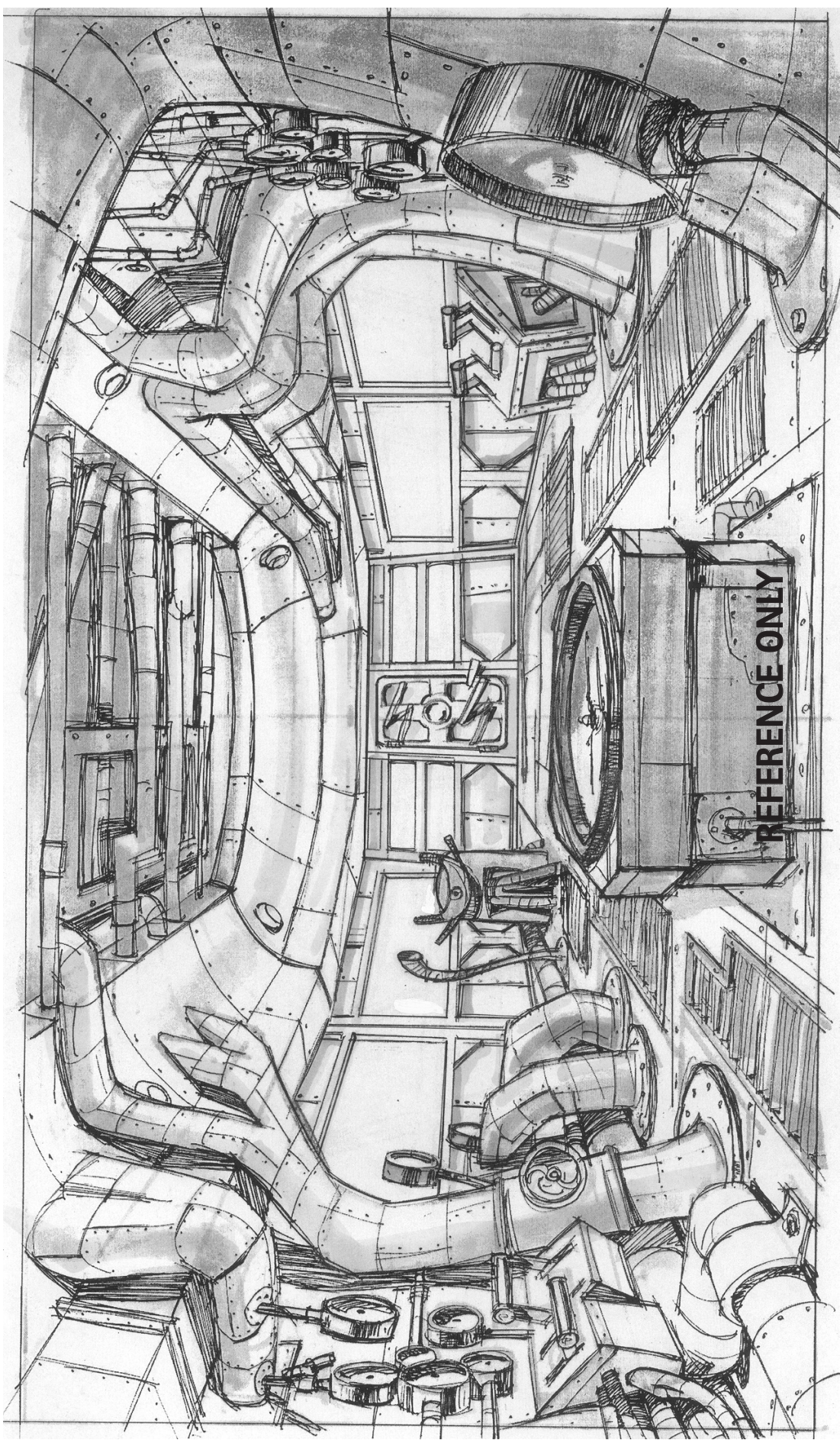
SPOON PROP REFERENCE

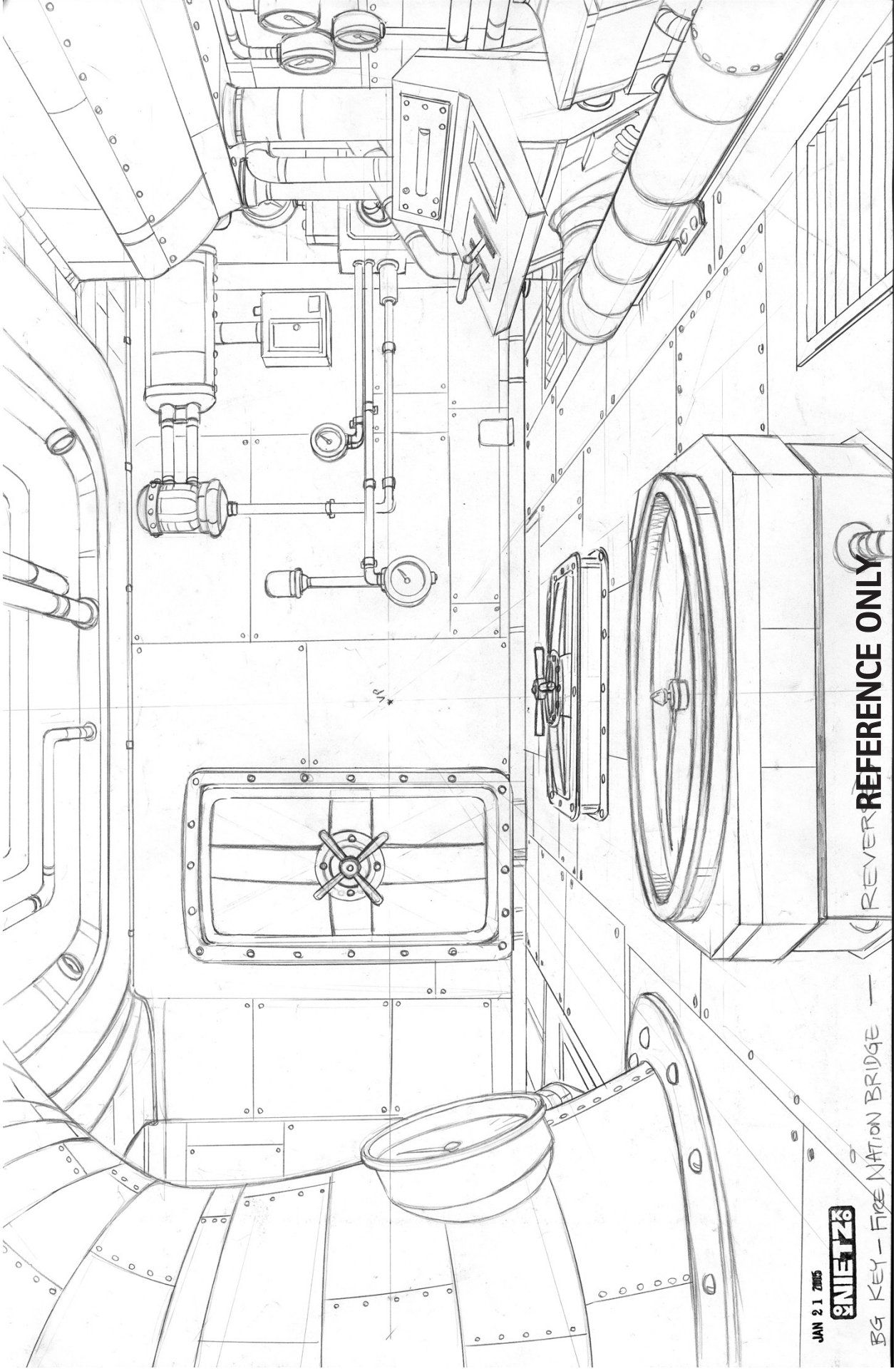


REFERENCE ONLY

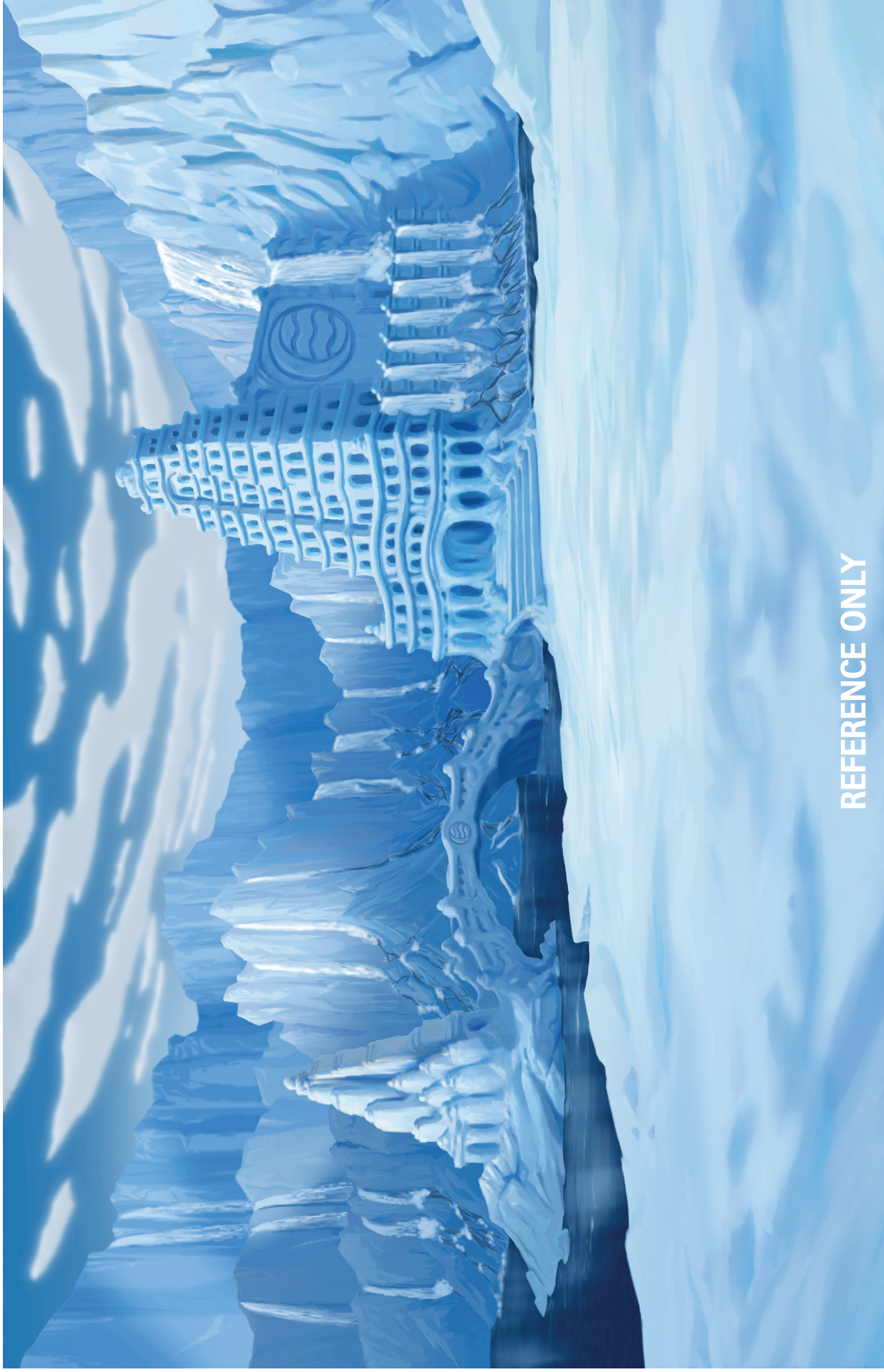


REFERENCE ONLY





Background is for content reference only. Not rendered in the approved Publishing Background style.



REFERENCE ONLY

Background is for content reference only. Not renedered in the approved Publishing Background style.



REFERENCE ONLY

Background is for content reference only. Not rerederred in the approved Publishing Background style.



REFERENCE ONLY

Background is for content reference only. Not re-rendered in the approved Publishing Background style.



REFERENCE ONLY

Background is for content reference only. Not re-rendered in the approved Publishing Background style.



Background is for content reference only. Not re-rendered in the approved Publishing Background style.



Background is for content reference only. Not renedered in the approved Publishing Background style.



REFERENCE ONLY

Background is for content reference only. Not re-rendered in the approved Publishing Background style.

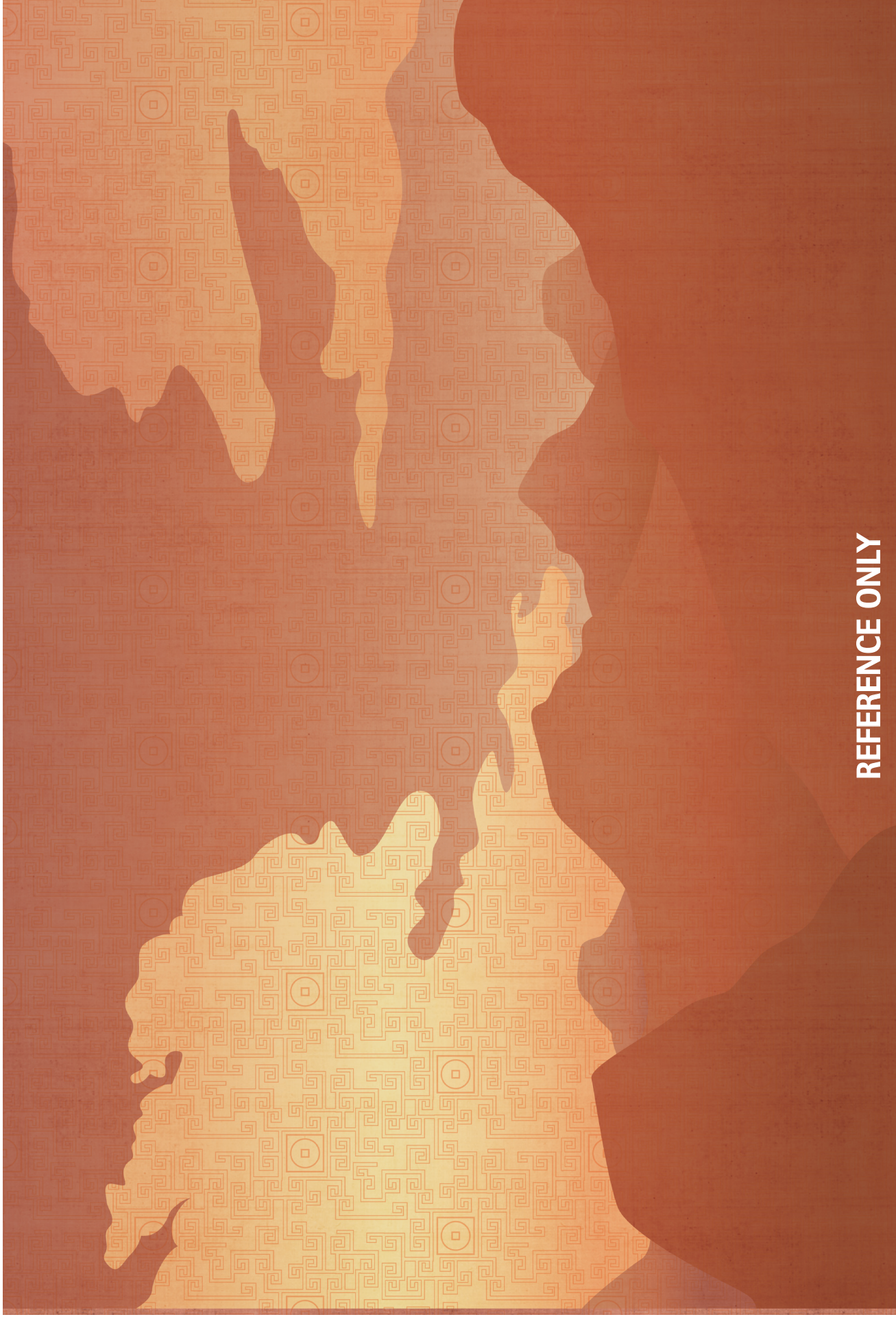


Background is for content reference only. Not renedered in the approved Publishing Background style.



REFERENCE ONLY

Background is for content reference only. Not renedered in the approved Publishing Background style.



Background is for content reference only. Not renedered in the approved Publishing Background style.



Background is for content reference only. Not rendered in the approved Publishing Background style.

Three Value Layin System



(1) Dark, medium, light



(2) Medium, light, dark



(3) Light, medium, dark



(4) Medium, dark, light

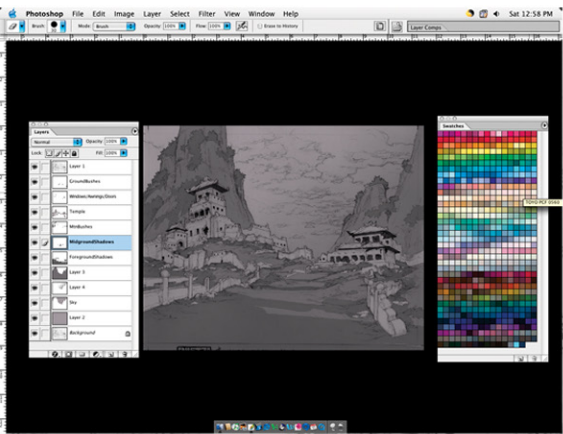


(5) Light, dark, medium

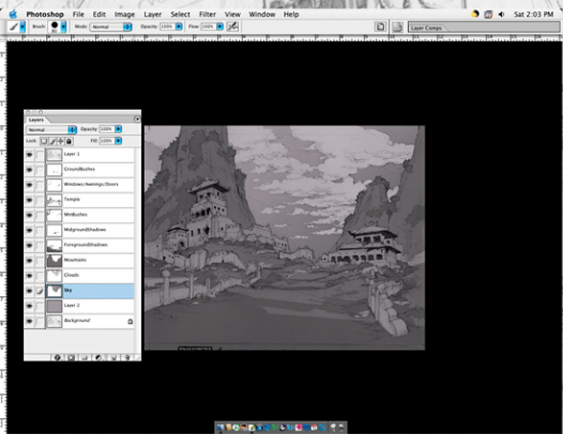


(6) Dark, light, medium

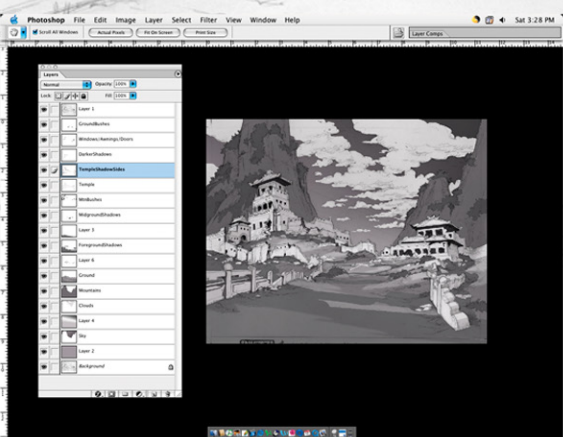
Only six basic value combinations are possible when you use the principle of building in threes (foreground, middle ground, background) and mass values by light, medium and dark. It's easy to see how this fact can be obscured once additional variables like compositional variation, degree of contrast, degree of warmth or coolness, accent colors, painting detail, and special effects are added in.



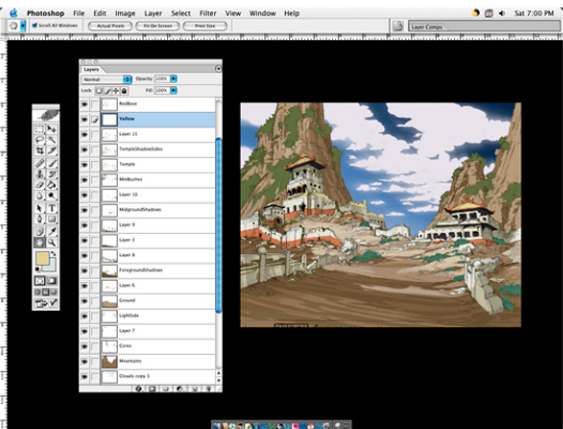
1. Basic layin. Neutral color, Toyo palette.



2. Finish laying in. Adjust values & gradations.



3. Final values & gradations for tonal layin. I keep adjusting things until the painting is finished.



4. Color added.

Layin Basics

- 1) Use the Toyo palette for Avatar BG's. The palette is one of the photoshop palette options.
- 2) Select a dull neutral which is the general color of the light.
- 3) Use selection tools and quick masks to create the general value range, staging, & source of light..

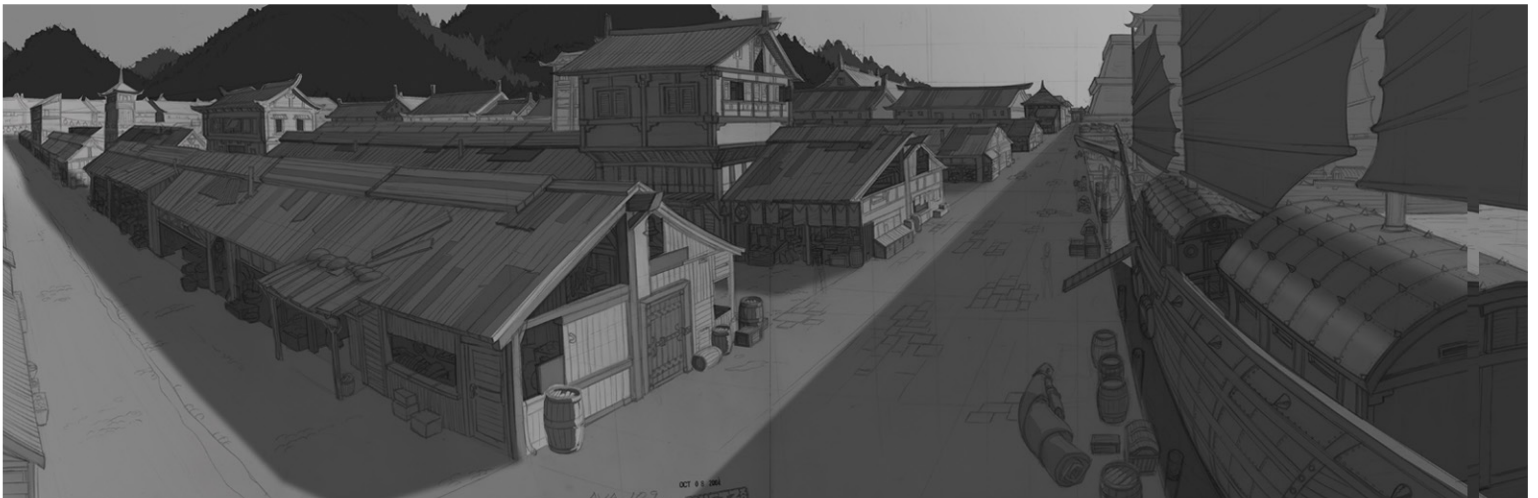
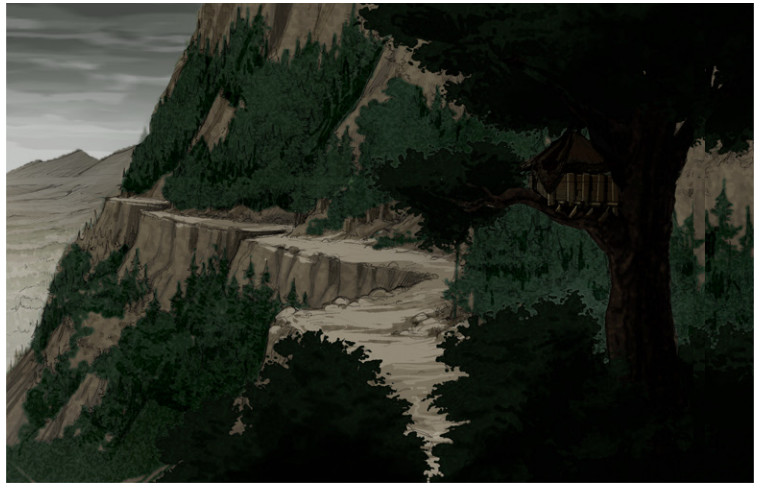
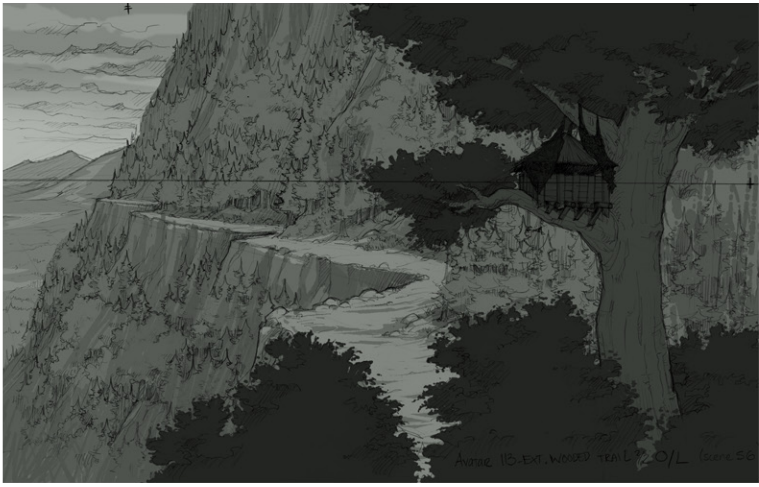
Several thoughts:

- A) The tonal lay in can be taken quite a long way before introducing color
 - B) I copy selections on new layers, adjust values & contrasts, and merge layers when satisfied.
 - C) Mists, glows, clouds or smoke stay on their own layers.
- 4) I go to color using the vast collection of photoshop color adjustment tools.

Basic Painting Approach

- 1) Lay in tonal values for value range & source of light.
- 2) Go to color using Photoshop color tools.
- 3) Texturize surfaces & blend textures appropriately.
- 4) Detail painting.







- 1) Tone and Light Source
- 2) Basic color, add texture
- 3) Detail highlights, core shadows, drop shadows

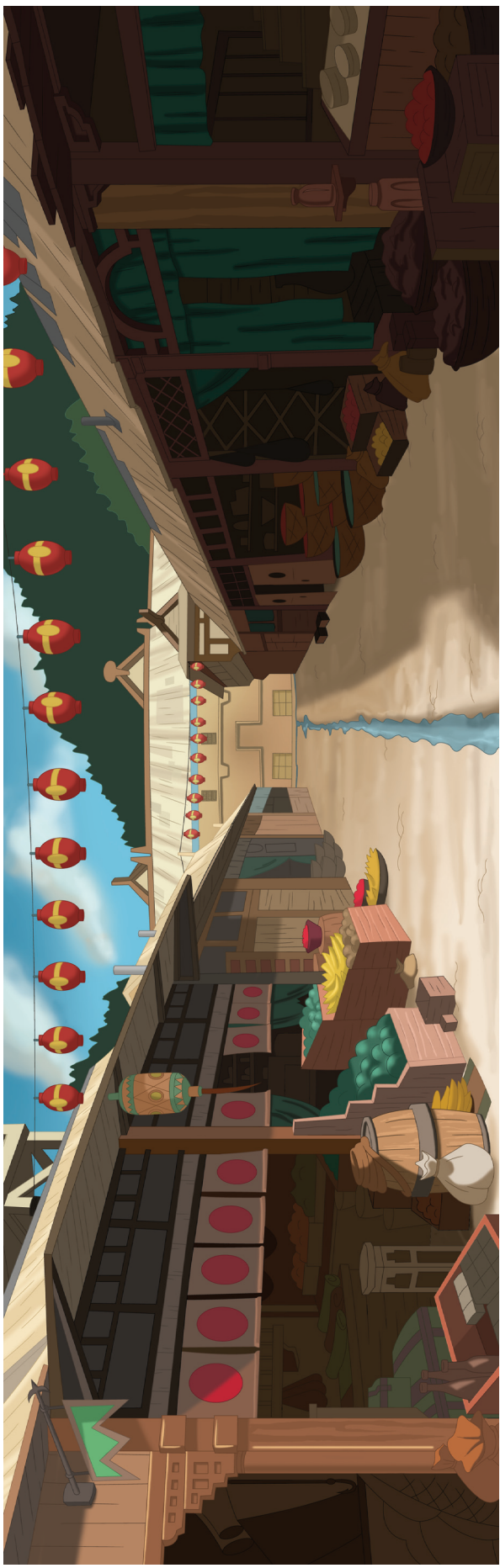


AVATAR

PUBLISHING BACKGROUND STYLE

- This style is a simplified version of the previous background reference examples.

Please see larger sample on following page.



AVATAR PUBLISHING BACKGROUND STYLE



